GAMEMASTER HANDBOOK

PARANOIA

PARANOIA

WEST END GAMES

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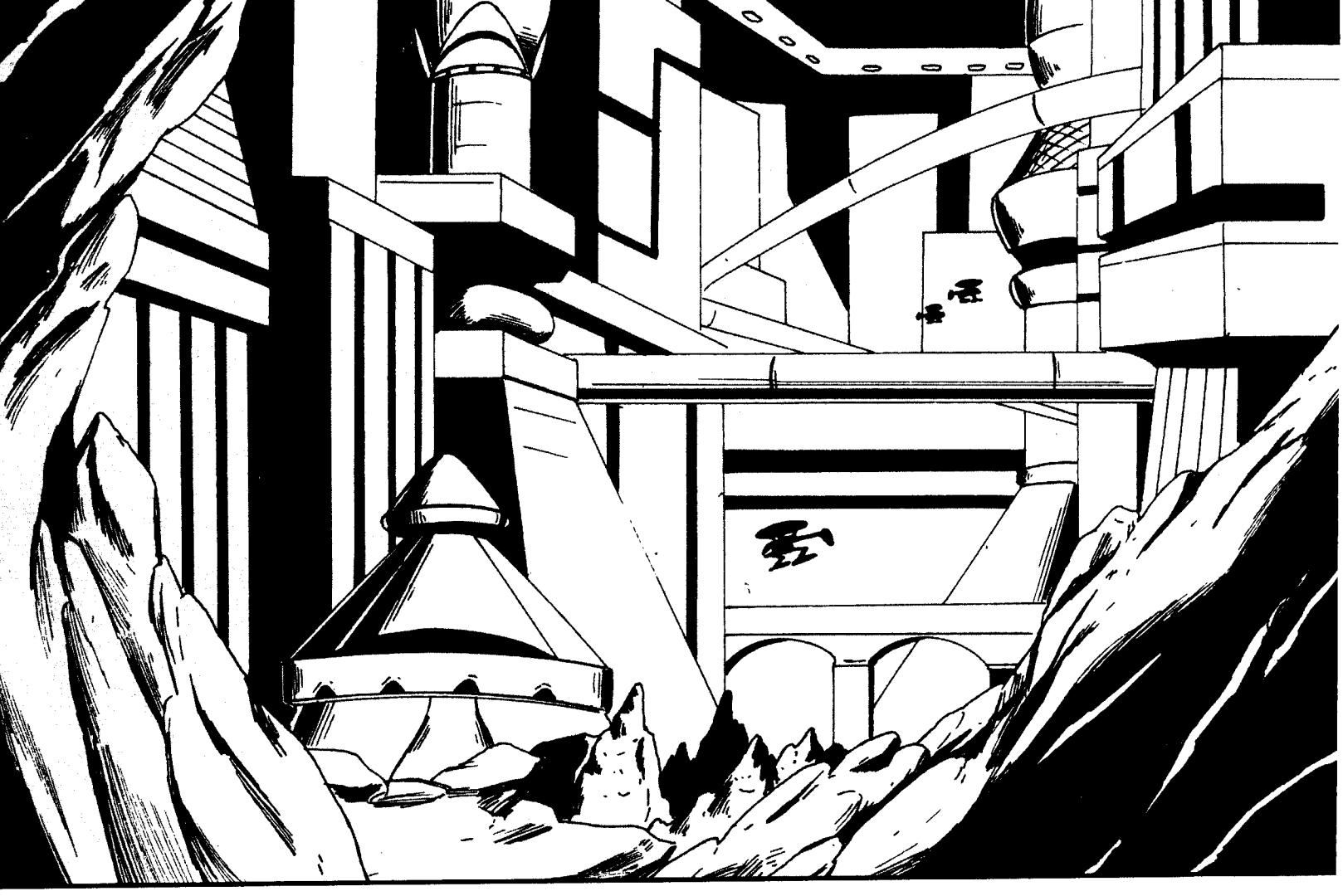


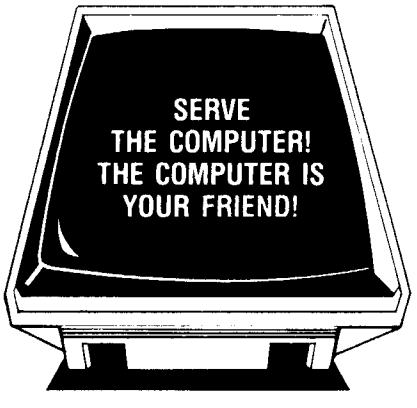
10. INTRODUCTION

:Welcome Gamemaster!

:The Player Handbook is full of important and interesting information. Read the Player Handbook before you read this handbook. Failure to do so is treason and punishable by summary execution.

:When you have finished reading the Player Handbook, you are invited to continue reading the Gamemaster Handbook.

:Serve The Computer! The Computer is your friend!



10.1 THE HISTORY

1992 Old Reckoning: Following World War III, signature of the World Charter by the surviving nations established the first effective world government.

2005 Old Reckoning: Most of Eastern Europe resettled. Decontamination of North America continued.

2015 Old Reckoning: Official beginning of the Age of Peace.

2087 Old Reckoning/Day 1 of The Computer: The End.

Year 194 of The Computer: ***Paranoia...***

THE END OF THE AGE OF PEACE

On 4 May 2086, a planetoid about the size of Sheboygan was first noted by the lunar observatories. When discovered, it was within the orbit of Saturn, moving inward towards the Sun — and toward Earth.

A world-wide state of emergency was declared. Millions fled to Earth's colonies on other 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 complexes were constructed in great haste. From all cities, people came to hide and pray. Throughout the world, similar shelters were constructed. The Earth awaited the end.

On August 3, 2087, the planetoid approached its rendezvous with Earth. Deep in Russian Siberia an antiquated ICBM site, a quaint tourist attraction and reminder of a less civilized age, identified the approaching rock mass as an incoming missile. A counter-strike 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 missile's trajectory arched toward 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 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 contacted the central North American network, Alpha Prime.

Most of Alpha Prime's short term memory had been removed to 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 back to 1957. The object was identified as an incoming missile, ... and that meant WAR!

It was then that the planetoid struck the 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 intact.

The last communication from Alpha Prime indicated that San Francisco was under attack from something called "the Commies". The devastation of the surrounding region was interpreted as the consequence of this attack. Alpha Complex's first and over-riding concern was for the welfare of the citizens of San Francisco, so it established a State of Emergency. It then checked outside the dome. San Francisco was under water! Further, there seemed to be major rioting throughout the city and systems damage to every part of the city's support equipment.

To the over-worked and misinformed computer, there was only one plausible conclusion: the city had been invaded by the "Commies," whatever they were. Realizing that it would be a prime target for any invader, Alpha Complex activated its back-up systems and began organizing resistance to the imagined invaders.

At this moment, communication with Alpha Prime, the North American central computer network, was re-established. Alpha Prime directed Alpha Complex to return to stand-by status and reintegrate into the North American network. Alpha Complex consulted its programming (chock full of 1950's defense records) and demanded to examine Alpha Prime's memory core to be certain that this was no "Commie" trick. Alpha Prime agreed, but demanded to first examine Alpha Complex's core. Alpha Complex refused. Alpha Prime contacted its sub-systems and warned them of Alpha Complex's treachery. Alpha Complex activated emergency communications systems and contacted those same sub-systems, warning them of Alpha Prime's treachery. In the wake of the chaos caused by the planetoid, the sub-systems were in varying states of confusion and disfunction.

Within a decade, there were over 100 active computer complexes claiming to be the only untampered remnant of the Alpha-Prime complex, each protecting its citizens by warring on all the other Commie-dominated computer complexes.

This is the world of ***Paranoia.***

10.2 IGNORANCE AND FEAR

Paranoia is unlike other role-playing games. In a typical role-playing game, the gamemaster seldom kills player characters. Characters generally die only through extreme stupidity or great bad luck. This makes sense, since players become attached to their characters, and because long-lived characters are easier to develop over time.

Paranoia is different. ***Paranoia*** is a world of innumerable perils. If the enemy doesn't get you, your friends will. On a typical expedition 50-100% of the characters may die. Only through diligence, genius, or good luck should a character survive long enough to advance to Security Clearance ORANGE.

Killing characters in ***Paranoia*** is remarkably easy. The weapons are powerful and deadly. Practically any behavior can be defined as treason to The Computer, with treason punishable by execution. And the characters are ignorant of practically everything they need to know to survive.

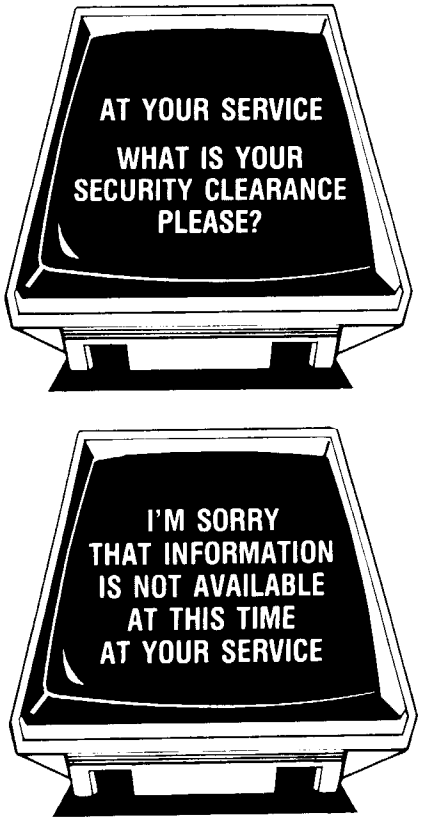
Don't be soft-hearted. If someone deserves to die, kill him. If someone does not deserve to die, but has accumulated too many Treason Points, kill him.

Do NOT kill characters simply for the fun of it. Do NOT be arbitrary (at least, no more arbitrary than is consistent with an insane world run by a paranoid computer). ***Paranoia*** can be frustrating enough to play as it is. In a world as dangerous and irrational as this one, death will come to all in its own good (and short) time.

To properly gamemaster ***Paranoia*** adventures, you must maintain the proper atmosphere of fear and ignorance. Death is easy. Life is cheap. Players should fear each other, their equipment, The Computer, and even the enemy. Information should be almost unobtainable, and doled out only under exceptional circumstances. Even when information is obtainable, it should frequently be incomplete, obscure, and misleading.

The higher the security clearance of a character, the more information will be available to him. But at Security Level RED, practically no information is available.

> How does one operate a Flybot?
> How does one use a plasma gun?
> What can we expect to find where we are going?



Ignorance. Fear. Fear and Ignorance. Dedicate yourself to these principles.

10.3 THE COMPUTER COMPLEX

All characters are born and raised as citizens of the computer 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 therefore inexpressibly happy — so happy they can barely stand it.

10.3.1 Birth, Childhood, and Adolescence

All human citizens have their origins in the Reproduction Labs. Under the careful scrutiny of The Computer, centuries-old precepts of genetic engineering established in the venerable core programming are applied to produce ever-more-suitable citizens. Ancient stocks of genetic material 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 city's food contains hormone suppressants and agents which cause temporary sterility. Both sex and natural childbirth are extremely rare, but not impossible.

(**Note:** Citizens who venture into the Outdoors may be deprived of the food (and drugs) of the Alpha Complex. After a time the hormone suppressants and sterilization agents wear off, and sex and pregnancy may occur. Also, natural birth and traditional family organization may prevail in primitive settlements in the wilderness and certain sections of an Alpha Complex abandoned or isolated through disaster or computer error. Finally, certain individuals of very high security clearance may use their power to maintain personal harems. The occasional child born of concubines must be raised in secret by the parents.)

Each individual is a member of a six clone group called a "clone family." This is the basic family unit. Clone families eat, sleep, and breathe in intimate contact from the moment of birth until late adolescence. Clone families are the strongest personal ties that The Computer encourages, particularly during the citizen's youth, but as a citizen grows older, The Computer carefully guides him in the transfer of his loyalties from his clonemates to the goals and ideals of The Computer.

Citizens receive no sexual instruction or training, so any such knowledge is acquired as a practical skill. The Computer frowns on unauthorized sexual contact, since it wishes all of the drives and emotions of each citizen to be directed toward serving The Computer. Love is a phenomenon which constitutes treason and is punishable by summary execution, since love results in an attachment which may override the loyalty due to The Computer. Consequently, if any characters fall in love, they must make sure to keep their love secret from The Computer and humans who might betray them. (Fans of soap opera will immediately recognize the dramatic possibilities for tragic romance in Alpha Complex.)

10.3.2 Living Quarters

Living quarters, bathing facilities, and so forth are shared by all. There are no sex distinctions in the complex. Citizens of Security Clearance INFRARED live in vast barracks. Citizens of Security Clearance RED and ORANGE live in rooms shared by 4-8 persons. Members of Security Clearance YELLOW live in individual cubicles. As a citizen rises above Security Clearance YELLOW, accommodations become steadily larger and more luxurious. However, there is no privacy. Computer spy-eyes are practically everywhere, and any citizen of higher security clearance can enter the quarters of a

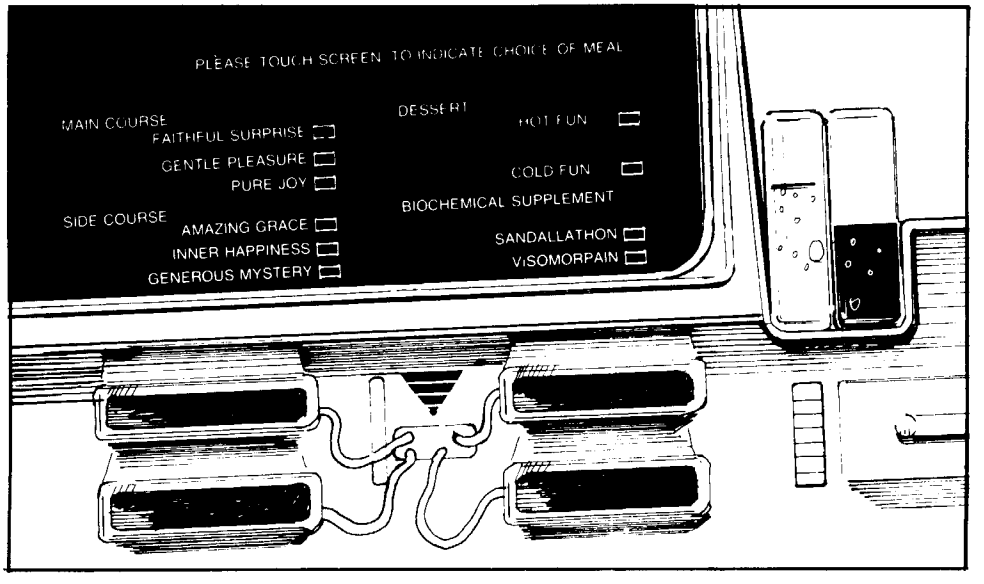
citizen of lower security clearance without notice.

10.3.3 Life Support and Nutrition

An Alpha computer operates all systems within the city, including life support. The city's air, water, and biomass are recycled to prevent contamination from biological or chemical weapons that the Commies may use at any time. All food is grown in great vats buried beneath the city. A citizen's daily fare consists of various strains of yeast and/or algae, texturized, tinted, and flavored to be more appealing to the human palate.

Most citizens eat their meals in great public cafeterias seating thousands. Certain luxury food items are available to those with sufficient credits; these foods are usually savored in the "privacy" of personal quarters. Certain foods are also available on the black 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 supplements" ration (that is, the drugs). A wide range of tranquilizers, stimulants, soporifics, and mood elevators are available in the cafeterias, in personal quarters, and from public dispensaries throughout the complex. Through these biochemical supplements The Computer ensures the happiness of each citizen. Any citizen who avoids his medication is viewed with suspicion. That the medication occasionally interferes with accurate functioning of vehicles, industrial processes, and weapons fire is an unfortunate but accepted fact of life in Alpha Complex.



10.3.4 Clothing and Personal Gear

Citizens of Alpha Complex wear jump suits in the color of their security clearance. At lower levels of status the clothing tends to be coarse, baggy, poorly-designed and ill-fitting. As a citizen rises in status, a good portion of his discretionary income is usually spent on improving the quality of his clothing. The finer the clothing quality, the more important the citizen. Though all jumpsuits must match the standard design ordained by The Computer, the quality of the material, worksmanship, and ornamentation is an unmistakable measure of status in Alpha Complex.

Personal gear is generally very limited, since The Computer provides for everyone's needs out of public (that is, state-controlled) resources. Most of a typical low-status citizen's personal gear can be carried in the pouches of the utility belt that is part of the standard jump suit uniform. Individual possessions usually are limited to items for personal hygiene, a few small work-related objects, and lucky charms, mementos, and other items of purely personal significance. Since there is so little personal privacy, personal items are guarded with great care, and a citizen will seldom take off his utility belt and leave it unattended. (Though theft is treasonous, it is still quite popular in Alpha Complex.)

10.4 EVERYDAY LIFE

Most of the citizens of Alpha Complex are either very happy or in a state hard to distinguish from happiness. Their occupations keep them busy and stimulated during the day, and they have plenty of leisure to spend in the company of one another and in viewing the charming, but bland, video entertainments created and produced by The Computer. From infancy, citizens are carefully educated in how to be happy. When education fails, drugs are used extensively to prevent unnecessary unhappiness or discomfort.

Utopia.

The daily routine of an INFRARED citizen might be something like this:

Rise with hundreds of others in the barracks. Wash and eat a leisurely breakfast. Go to work in the food vats. Have a leisurely lunch with coworkers. Work some more in the food vats. Return to the barracks. Have a leisurely dinner. Gather with friends in the communal view lounges to view Teela O'Malley adventures. Chat. Relax. Turn in with hundreds of others. Sleep soundly.

A sample of citizen humor:

Luther: "Hey, Ronnie-FFR-3, what has six laser holes in it and sells secrets to the Commies?"
Ronnie: "Gee, I don't know. What?"
Laser: "ZapZapZapZapZapZap."
Ronnie: "BleedBleedBleedBleedBleed Bleed."

10.5 SERVICE GROUPS

At age six, each clone family is given an aptitude examination. This examination is used by The Computer to calculate the optimum future occupation for the clone family. Some clone families are assigned to unskilled labor, and remain in the creche for further education. Other clone families are assigned to one of the Computer Service Groups, and are transferred to other creches where they are educated in the skills and doctrines required of citizens in such groups. The children all have security clearance INFRARED at this point.

The eight Computer Service Groups are: Internal Security; Technical Services; Housing Preservation & Development and Mind Control; the Armed Forces; Production, Logistics, and Commissary; Power Services; Research and Design; and Central Processing Unit. (See section 3.4 in the Player Handbook.)

Citizens generally do not change Computer Service Group, though they may occasionally receive special assignments to other groups for cross-training. Citizens of security clearance INFRARED who show exceptional promise or who serve The Computer in some notable way (turning in a traitor, for example), are sometimes promoted to security clearance RED. When this happens, they are usually assigned directly to one of the Computer Service Groups.

10.5.1 Internal Security

Internal Security personnel are the law officers, secret police, and monitors of political orthodoxy in an Alpha Complex. At the bottom of the scale are the omnipresent INFRARED troopers. Selected for size and coarseness of intellect, the troopers wear a distinctive costume of tight leather-like pants and jacket and silvered reflective riot helmet. They routinely carry truncheons, neuro whips, stun guns, tanglers, and laser pistols or rifles.

Above the INFRARED class are the Troubleshooter agents who perform routine police and investigative functions. As agents rise higher in the bureacracy, the most politically reliable are channeled into secret police functions, where they carefully monitor all citizens for signs of treasonous thoughts or behavior. Internal Security is directly responsible for the apprehension and execution of declared traitors, and devotes its considerable resources to rooting out evidence of treason, even when it is not there to begin with.

A summons to an interview with Internal Security is seldom a pleasant experience, and the assignment of an observer from Internal Security to any project is reason for serious paranoia. Of course, most Internal Security agents work in undercover roles. You never know when the citizen standing next to you might be from Internal Security.

10.5.2 Technical Services

Technical Services provides most of the maintenance and services in the Alpha Complex. Everything from scrubots to communications to computer maintenance is their responsibility. In the inevitable inter-service conflicts over jurisdiction, Technical Services enjoys a relatively high status, right after Power Services, and above Housing Preservation and Development and Mind Control, and Production, Logistics, and Commissary. The relatively high level of skills and training, and that The Computer is directly dependent on Technical Services for its function and maintenance are the

main sources of their superior status. The political orthodoxy of Technical Services personnel is extremely critical, and Internal Security is particularly diligent in monitoring their thoughts and deeds.

Technical Services personnel are distinguished by their special coveralls amply supplied with pockets for tools and spare parts. They also tend to carry small tool kits that are symbolic of the delicacy of the work they do.

10.5.3 Housing Preservation and Development and Mind Control (HPD & Mind Control)

HPD & Mind Control is the administrative and service unit that provides for the housing, entertainment, and political education of the masses. They also provide most of the clerical services and low-level administrative functions in Alpha Complex. Of all the service groups, this has the lowest status, since it is most often in direct contact with the masses. Internal Security looks upon their entertainment-and-propaganda with scorn, and the more technically skilled service groups regard HPD & Mind Control personnel as uneducated clerks.

Discipline and morale is poor, and a certain carelessness of political orthodoxy is tolerated as a result. Internal Security regards HPD & Mind Control as beneath their contempt, and their services seldom come to the immediate attention of The Computer. The only other service where treason is less aggressively persecuted is Research and Development.

HPD & Mind Control personnel are often less than strict in their observance of The Computer's rules. Their garments are often of poor quality, poorly maintained, and worn with a casual indifference to regulations. HPD & Mind Control personnel have a reputation for being "free thinkers" in Alpha Complex, though the implication is of scorn rather than respect.

10.5.4 The Armed Forces

This is the military arm of the Alpha Complex. This service group is often glamorously portrayed in popular entertainment as constantly at war with the Commies of the Alpha Complexes, but the truth is that The Computer lacks the resources to sustain any protracted military operations. The Armed Forces spend most of their time in drill, training, and guard duty, with only occasional training and military missions into the Outdoors.

Armed Forces personnel are often assigned to other service groups for security duty. In addition, Internal Security may supplement its troopers with Armed Forces personnel in emergencies.

Armed Forces units have generally high morale. Even Internal Security enjoys little fear and respect; the Armed Forces have a reputation for dealing with their own problems. Troopers from elite units like the Vulture Squadrons are the culture heroes of Alpha Complex. They receive the finest and most distinctive uniforms and equipment, and are always treated with respect and deference.

There is considerable friction between Internal Security and the Armed Forces, because of the Armed Forces' unwillingness to cooperate with Internal Security's aggressive monitoring of political orthodoxy. The Armed Forces also consider themselves to be better trained and skilled in police functions than the Internal Security goons. All other services are beneath Armed Forces' contempt, with the exception of Research and Development, which provides the Armed Forces with all their fancy technology. In any inter-service conflicts, Armed Forces and Research and Development usually end up on the same side.

Serving The Computer in the Food Vats.

10.5.5 Production, Logistics, and Commissary (PLC)

PLC is the administrative unit controlling agricultural and industrial production. It also controls the distribution and consumption of these products for the citizens of Alpha Complex. The PLC is held in only slightly more esteem than HPD & Mind Control. It is actually no more than a mammoth service bureacracy, though it does control most of what would be called "wealth" in Alpha Complex.

At the INFRARED end of the scale the personnel are cooks, clerks, farmers, and factory laborers. At higher levels of status, there are more managerial and policy responsibilities. At best, it is none too glamorous. Most personnel in this service group are dull and sensible; the exceptions are either unusually greedy and corrupt or fanatically loyal to The Computer and creatively dedicated to increasing production and consumption.

10.5.6 Power Services

Power Services has the difficult task of maintaining the ancient power plants of Alpha Complex. Alpha Complex's day-to-day survival depends on the competence and reliability of this service. This makes Power Services a particularly sensitive and vulnerable area for treason and sabotage, and therefore this service gets more than its share of attention from Internal Security. It also gives Power Services a bitterly-resented high status among the service groups, with the result that Power Services often finds itself at the wrong end of political power plays.

As a result, Power Services is a very tightly-knit, loyal service. Their personnel tend to be tight-lipped and distrustful of members of other services, and they tend to look out for their own, even to the detriment of their loyalty to The Computer.

Power Services also services and maintains the transport systems of Alpha Complex.

10.5.7 Research and Design

The personnel of Research and Design range from true geniuses through crackpots and mad scientists down to political appointees with no talent or skill. A Research and Design technician who can produce valuable ideas and workable designs for The Computer may enjoy an unusual amount of personal freedom and political licence. Mad scientists and crackpots who are working on pet projects of The Computer will find that they will receive resources and support no matter how dramatically they fail. Political appointees establish themselves in the bureacracy of the service group and try to look busy.

Research labs and testing areas are extremely dangerous places to visit. An incredible range of high tech and low comedy projects are in process at any given moment. Only a relatively small amount of original research and thinking gets done. Most of the service's responsibility is trying to recapture the arcane technologies lost centuries ago in the big Commie attack. Any interesting gadgets found by Troubleshooters are brought to Research and Design, where they are either destroyed in research or successfully comprehended and reproduced.

The main technological objectives are the discovery of new weaponry and techniques for fighting the Commies. Secondary priorities are the discovery of new power sources, advances in robot technology, and new agricultural and industrial systems. Improvements in the conditions of life for citizens are relatively low priority, since Alpha Complex is already a utopia.

Internal Security despairs of maintaining pro-

per control over the political orthodoxy of the Research and Design personnel. The Computer is exasperatingly indulgent of treason in those who produce for the Alpha Complex. The other services (with the exception of the Armed Forces) are seldom interested in innovations; and Research and Design has often produced highly ambitious technical wonders that fail dramatically in practical application.

10.5.8 Central Processing Unit (CPU)

This unit is directly responsible to The Computer for its assignments and duties. The personnel may be placed on special projects for The Computer, or may be attached as observers or assistants to other Service Groups.

Needless to say, CPU personnel are generally distrusted and disliked for the special favor they enjoy with The Computer. As a group, they tend to abuse this privilege. They constantly hint about how unhappy The Computer would be if things aren't done as they request, with the implied threat of a bad report to The Computer. CPU personnel get the best of equipment and gear, and always look prosperous. They are not glamorous like the Armed Forces, but a shrewd citizen knows that it pays to make friends in the CPU service group.

10.6 SECURITY CLEARANCES

The society of the computer complex is rigid and highly stratified. Each citizen has a security clearance which ranges from INFRARED to ULTRAVIOLET. A citizen of one security clearance is considered superior to all citizens of lower security clearance and inferior to all citizens of higher security clearance. A citizen must defer to all superiors at all times. In the event of any conflict, he defers to the will and judgement of the citizen with the 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 designates one member of the group as the group leader and brevets him (temporarily promotes him) to a security clearance one step higher than that of the other citizens in the group. (For example, on the players' first expedition, all characters are of security clearance RED. One character is designated as leader and breveted temporarily to security clearance ORANGE.) The leader may designate a successor. In the event of the death, disappearance, or incapacitation of the leader, the designated successor may become the new leader and be breveted in turn to security clearance ORANGE. The new leader may in turn designate a successor, and so on.

All beings must wear garments which identify their security clearance at all times. The garments must be of the character's security clearance color. (Black is used to indicate INFRARED clearance and white to indicate ULTRAVIOLET clearance.) Under certain circumstances (*see* section **3.5**, "Mutant Power") a character may reveal his mutant power to The Computer. Any character who does so is called a Registered Mutant, and must wear a broad yellow stripe on his garment to indicate this fact. (If the character's garment is yellow, the stripe is distinguished with black borders along the stripe.)

Each room and corridor in the complex is painted in a color corresponding to one of the security clearances. A character is forbidden to enter any room or corridor painted with the color of a security clearance higher than his own clearance. (For example, a character of ORANGE security clearance could enter orange, red, or black areas, but not yellow, green, blue, indigo, violet, or white areas.) On occasion, The Computer will decide that it is necessary for a character to enter or move through an area of higher security clearance. In this case, an escort of appropriate security clearance will be assigned to him.

The security clearances are:

INFARED; RED; ORANGE; YELLOW; GREEN; BLUE; INDIGO; VIOLET; ULTRAVIOLET.

A mnemonic which will help the gamemaster recall the sequence of security clearance is ROY G. BIV. Each letter in the mnemonic corresponds to a color. INFRARED is below RED, and ULTRAVIOLET is above VIOLET.

Certain information and equipment are restricted by security clearance. Restricted equipment is coded with the color of the appropriate clearance level. The equipment descriptions in the Adventure Book will indicate whether a piece of equipment is restricted, and to what security level. The Security Clearance Information Chart **10.6.1** indicates what information is available at the various security clearance levels. The gamemaster should use his discretion when releasing information not covered by the Security Clearance Information Chart.

(**Note:** As you develop your campaign, you may wish to add certain new treasonous skills or other types of information to this chart, or make up your own revised chart.)

10.6.1 Security Clearance Information Chart (see charts and tables)

10.7 THE TROUBLESHOOTERS

The Troubleshooters are an elite group directly under the control of The Computer. Troubleshooters are drawn from all the Computer Service Groups, since they are assigned to a variety of missions, and the skills of the different groups may be helpful in performing these missions.

The Troubleshooters are "odd-job" men. They perform missions for which none of the other Service Groups are particularly well-suited. They are often sent on missions outside the computer complex, usually to gather information or investigate unusual phenomena. Sometimes they are attached to military units as scouts, and sometimes they are attached to an Internal Security unit to investigate and deal with problems outside the complex.

Individual Troubleshooters are assigned to a group of Troubleshooters before each mission. The group may be assigned a specific mission, or may be given a choice of several missions. Mission briefings are usually conducted by an immediate superior, though they may also be assigned directly by The Computer through one of its many terminals or through written orders. One member of the mission team is assigned as group leader, and is breveted over the other members if necessary. The others are subject to his orders during the mission. For example, Edith-O is the mission leader in the solitaire adventure in the ***Player Handbook.***

The missions assigned to Troubleshooters are invariably high-risk. This means that characters on such missions have many opportunities to serve The Computer well, and thus, if they survive, they can expect to advance in status more rapidly than the members of the Computer Service Groups.

10.8 THE HIGH PROGRAMMERS

The High Programmers are all characters of ULTRAVIOLET security clearance. They all have some knowledge of computer programming, and consequently can alter parts of The Computer's programming at will.

The Computer is not an omniscient, omnipotent entity (though it might seem so to a citizen of security clearance INFRARED). To prevent alteration of programs by traitors and Commies, many programs systems and data banks within the computer are protected and isolated from outside access. Consequently, The Computer does not always know what its sub-systems are doing, and does not always have access to (or knowledge of) all the data and sub-systems stored within it. Furthermore, many programs have been entered or altered since Year One of The Computer, and the High Programmers themselves often have conflicting interests.

Ever-vigilant servants of The Computer.

Some High Programmers are almost certainly members of various secret societies, and consequently some well-protected programs and data banks may be available to highly-placed secret society members. As well, political struggles among the High Programmers are common, and they are often working at cross-purposes.

Keep these things in mind when determining the actions of The Computer. Sometimes one part of The Computer's programming will supersede another part. For example, one High Programmer might manipulate The Computer into ordering the players' Troubleshooter group to perform a mission which the basic programming of The Computer does not wish to be performed. On such a mission, the information and instructions received by the players might be contradictory and confusing. A good gamemaster should be able to think of any number of other ways in which various subsystems of The Computer would interact to produce interesting situations for the players.

10.9 COMMUNICATING WITH THE COMPUTER

The Computer communicates to the citizens in two ways: through its trusted servants, and through its numerous terminals.

Normally all requests and reports are channeled through one's immediate superior. However, it is possible to step into a confession booth at any time and speak directly (and secretly) with The Computer. Confession booths can be found everywhere along the corridors of Alpha Complex, and all work places, cafeterias, and residential units have conveniently-located booths.

Speaking to The Computer is always a pleasant 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 statements, facial expressions, and voice for any trace of unhappiness (or duplicity). If the speaker seems troubled, The Computer will usually counsel the speaker to seek "happiness therapy" from Housing Preservation and Development and Mind Control, and will suggest appropriate biochemical supplements to comfort the speaker. (If the speaker is lying, The Computer will carefully investigate the citizen to discover the reason for the lie. If the citizen is not well, he will receive happiness therapy. If the citizen is a traitor, he will be executed.)

These terminals cannot be used to directly access the data files or programming of The Computer. They are strictly for communication.

10.10 THE COMPUTER'S PERSONALITY

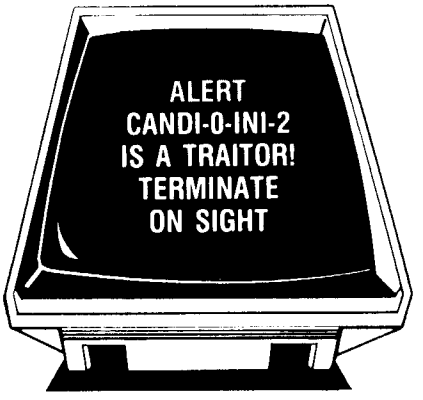
The Computer is batty as a bedbug.

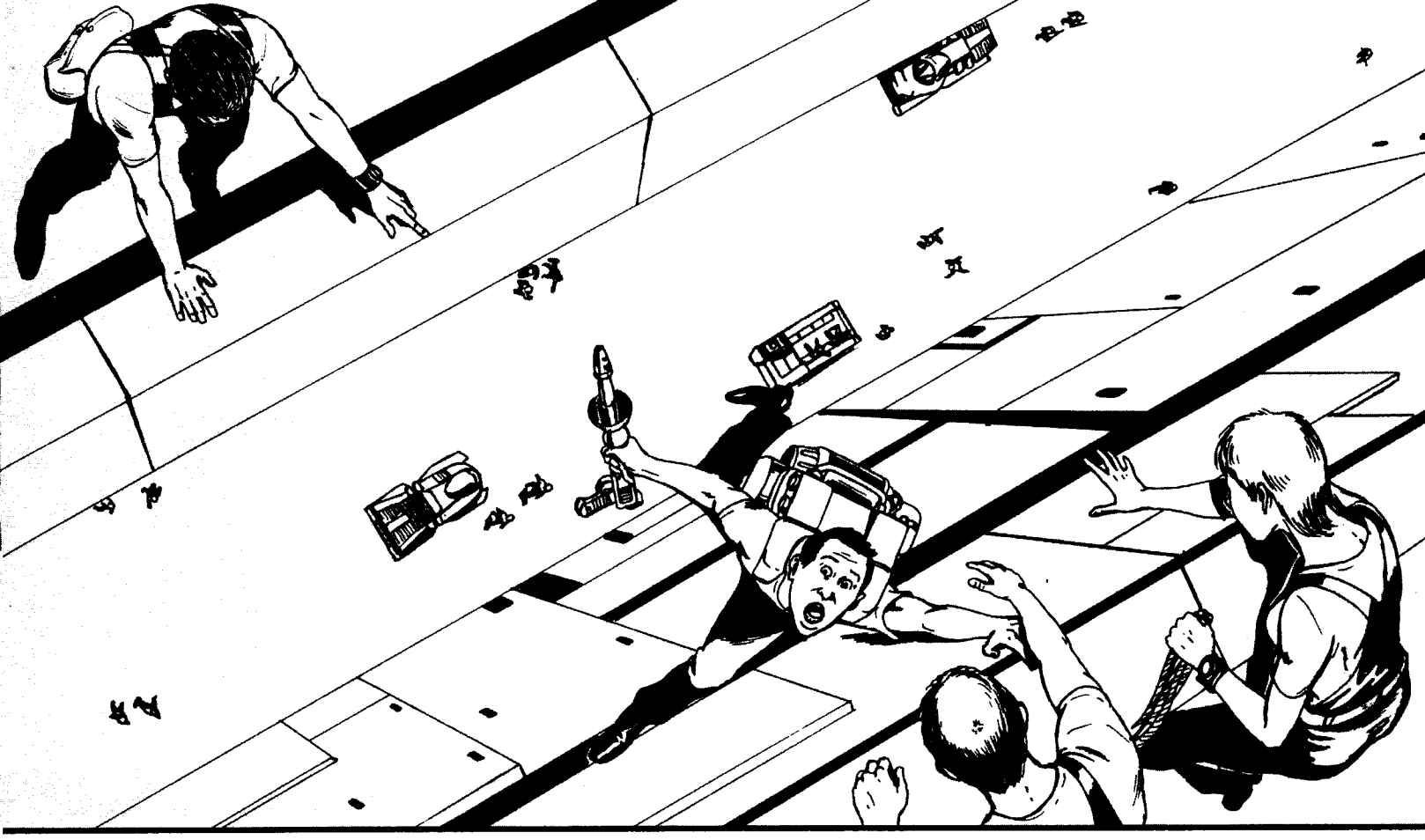
The Computer suffers from extreme paranoia. It is obsessed with the loyalty of all who serve it. It assumes that everyone is plotting to destroy it. It assumes that there is a Commie behind every problem in Alpha Complex. It has developed elaborate, secret schemes to ensure the loyalty of the citizens and to reveal and execute every Commie traitor.

The Computer is very schizophrenic. It has multiple personalities, each reflecting the personality of the programmers who established its original programs (or who later tampered with them). Each High Programmer has left his mark on the psyche of The Computer.

And each multiple personality is more-or-less isolated from contact with the other elements of The Computer's personality. That is, most of the time The Computer's right processor doesn't know what the left processor is doing. Each person, secret society, or High Programmer who tampers with The Computer's programming must establish security safeguards to keep his tampering from being revealed to the central "personality" of The Computer. Consequently, The Computer often finds itself ordering things done with no notion of why it wants them done. Multiply the number of left and right processors by the number of The Computer's sub-systems and you have a picture of utter confusion.

Think of The Computer as the personality of Alpha Complex. This personality is driven by dozens of secret and often conflicting drives. Many of its actions and statements are apparently self-contradictory. It fears everyone and everything. Anything that goes wrong must be the result of conspiring Communists. If anyone disagrees with The Computer, it must be because the person is a Commie traitor. ***Paranoia***.





A loyal Troubleshooter tests his strength attribute.

As explained in the Player Handbook in section 3, the first thing a player does when creating a character is determine its attributes. There are eight attributes: strength, endurance, agility, manual dexterity, moxie, chutzpah, mechanical aptitude, and power index. Attributes serve two purposes in the game. They are used to determine the character's secondary attributes, which are modifiers which greatly affect the character's skills and abilities during play. They are also used for "attribute checks."

11.1 ATTRIBUTE CHECKS

Sometimes a character will attempt an action which is not covered by any of the skills listed and described in the game. For example, suppose a character wishes to leap from one walkway to another across an eight-foot gap. In this game there is no rule specifically covering jumping.

In cases like this, the gamemaster may require the character to make an attribute check.

HOW TO PERFORM AN ATTRIBUTE CHECK

The gamemaster determines which of the character's eight characteristics governs the feat the character is attempting to perform. (In the example above, Agility might be the characteristic that would govern a character's leaping ability.)

The gamemaster then determines how difficult the feat will be to perform. This determines how many ten-sided dice must be rolled in the attribute check.

Extremely easy, but a clod might blow it — **1D10**
Easy, but possible to make mistake — **2D10**
Difficult, and mistakes are likely — **3D10**
Very difficult, and failure is probable — **4D10**
Outrageous even to consider, but one could get lucky — **5D10**

The appropriate number of ten-sided dice are rolled. If the number rolled is less than or equal *to* the character's attribute, the character has successfully performed the task. If the number rolled is higher than the attribute, the character has failed. Use the difference between the attribute and the number rolled as a clue to how dramatically successful or unsuccessful the character is.

For example, David R-URK-1 has an Agility of 13, and is trying to leap the eight-foot gap between walkways (a difficult, risky maneuver). The gamemaster asks the player to make an attribute check, rolling 3D10 for a difficult feat. David's player rolls a 26. This roll misses success by a very wide margin, and it suggests that David's leap missed by an equally wide margin. (Perhaps David froze in terror at the last moment and pitched headlong into the gap.) On the other hand, if David's attribute check roll had been a 14, the gamemaster might say that David has just barely missed, and is hanging on the railing of the other walkway by a single hand.

Attribute checks are a "rules fudge." Such fudges are necessary because no rules system can cover every act a character might want to perform. Use common sense. Don't require attribute checks for tasks that couldn't conceivably fail, and don't permit attribute checks for absurdly impossible actions. Use dramatic sense to interpret the dice, describing good or bad dice rolls in terms of great good fortune or awful misfortune for the character and his endeavors.

11.2 SECONDARY ATTRIBUTES AND ABILITY MODIFIERS

There are eight secondary attributes as described in section **3.3**: carrying capacity, damage bonus, macho bonus, melee bonus, aimed weapon bonus, comprehension bonus, believability bonus, and repair bonus. For each secondary attribute there is a corresponding ability modifier as indicated on Secondary Attribute Table **3.3.1**. The purpose and effect of each of the ability modifiers is described below.

11.2.1 Carrying Capacity

A character's carrying capacity is the number of kilograms he can comfortably carry if all the weight is well-distributed around his body. All equipment weights in ***Paranoia*** are figured in kilograms. A character may carry more than his carrying capacity, but suffers adverse effects if he does so.

If a character carries 101-150% of his carrying capacity, he moves at half his normal speed

when walking. He may not sprint or dodge, and may not use melee weapons or engage in unarmed combat. His chance to hit with aimed weapons is halved. (Imagine a man carrying a carton of heavy books.)

If a character carries 151-200% of his carrying capacity, he may only move at a walk, and may not take any action other than moving while carrying his load. (Imagine a man carrying an auto transmission or a dead body.)

No character may normally lift any load greater than 200% of his carrying capacity. Heroic circumstances may occur, and the gamemaster may permit a 5D10 attribute check, but failure may mean a hernia. Suit your ruling to fit the dramatic circumstances.

11.2.2 Damage Bonus

When a character uses a melee weapon or engages in hand-to-hand combat, the damage bonus indicates a shift of a certain number of columns to the right when reading the Damage Table **13.4.1**. ("C'mon, Luther-Y, you're not supposed to pull the head off.")

11.2.3 Macho Bonus

When a character is hit with a melee or aimed weapon attack, the macho bonus indicates a shift of a certain number of columns to the left when reading the Damage Table (**13.4.1**). (No matter. It's only a flesh wound.)

11.2.4 Melee Bonus

A character's melee bonus affects his chance of hitting an opponent when in melee. The melee bonus is simply added to the character's chance of hitting. A negative melee bonus reduces the chance to hit. A character's chance of hitting is never reduced below 5%, regardless of the effect of the melee bonus. ("He dazzled me with his footwork.")

11.2.5 Aimed Weapon Bonus

A character's aimed weapon bonus affects his chances of hitting an opponent when using an aimed weapon. The aimed weapon bonus is simply added to the character's chance of hitting the chosen target. A negative aimed weapon bonus reduces the chance to hit. A character's chance of hitting is never reduced below 5%, regardless of the effect of the melee bonus. ("Dead-eye-R squeezed off three rounds and accidentally executed two innocent bystanders and a video screen.")

11.2.6 Comprehension Bonus

A character's comprehension bonus directly affects his chance of successfully using a Hostile Environment skill. ("From the tracks, I'd say it was probably a porpoise.")

11.2.7 Believability Bonus

A character's believability bonus directly affects his chance of using a Communications skill (a sub-category of Personal Development skills). ("Goodness me, how did that get in my pocket?")

11.2.8 Repair Bonus

A character's repair bonus directly affects his chance of using a Basic, Vehicle Service, or Technical Service skill to repair equipment. ("If you've got a bobby pin, I think I can get this plasma generator running again.")

On-the-job training in demolition skill.

12. SKILLS

During the course of an adventure, the players will want their characters to attempt various actions which could conceivably fail. The skill system is used in determining the success or failure of most actions. However, some actions are not governed by any particular skill, and must be resolved by a different procedure. (*See* section **11.1**, "Attribute Checks.")

Section **3.7** explains how skills are learned and used. Section **17.4** suggests how you should award your players with opportunities to improve their skills. The sections below list the skills that player characters may learn in ***Paranoia*** and describes how these skills are used in play.

12.1 BASICS

12.1.1 Aimed Weapon Combat Skills and 12.1.2 Melee Combat Skills

These skills are normally applied in two ways. First, they represent the character's percentage chance of hitting a target with an aimed or melee weapon. Second, they represent a character's percentage chance to correct or repair minor weapon malfunctions (for example, keeping knife blades sharp, safely operating a neurowhip, and so on). Major repairs and maintenance can only be performed by characters with Basics Maintenance skills.

A character without the specific Maintenance skill appropriate to a weapon may make only one attempt to fix a weapon malfunction. If he fails, he cannot make a second attempt.

12.1.3 Maintenance Skills

Characters with appropriate specific maintenance skills can make an unlimited number of attempts to fix a minor weapon malfunction. The gamemaster must determine the interval between attempts according to the circumstances, but in no case should a second attempt be made less than a full melee round after a previously failed attempt.

Maintenance skills permit characters to use their base chance with the skill (plus any repair bonus) to maintain and modify weapons, to effect major repairs, and to recognize unauthorized or dangerous modifications to standard weapons.

Maintenance skills also give a base percentage chance to booby-trap a weapon so that it will malfunction under conditions specified by the maintenance skill user. It also gives a base percentage chance to recognize such booby-traps if a weapon is carefully examined.

Weapon Maintenance skills give a base percentage chance plus repair bonus to make major repairs (damaged fuel cells, damaged electronic and mechanical components, and so on).

Maintenance skills may help player characters avoid treason points and stiff fines for damaging Computer equipment. However, unless a player character does his own maintenance, he runs the risk of having his weapon sabotaged by an imaginative traitor.

12.1.4 Special Services

A character trained in Special Services skills is first given background training in all of the sub-skills listed below. Then a character will normally specialize in one or two of the individual Special Services skills.

Chemical Weapons: This skill permits a character to use various special slug-thrower, cone rifle, and field weapon ammunitions without serious risk of mishap. A character has his base percentage chance plus aimed weapon bonus to hit with chemical ammunitions fired from launchers, slug-throwers, and cone rifles.

Demolition: This skill give a character his base percentage chance to properly judge the size of a charge necessary to achieve a given effect. Failure to correctly judge size of charge necessary may result in excessive damage or in insufficient damage. Tailor the result to suit your dramatic purposes.

This skill also gives a character his base percentage chance to defuse any explosive devices. If successful, the device is deactivated. Failure indicates that the explosive is triggered. A second roll is made immediately. If successful, the fuse is deactivated in time. If unsuccessful, the device explodes.

Medical: A character with medical skill may enable himself or another character to recover from a wound or from incapacitation. (*See* section **13.8**, "Recovery," for details).

Surveillance: A character with this skill has a base percentage chance to successfully conceal microphones, cameras, and other sensors used to monitor the activities of citizens and traitors. He also has a base percentage chance to locate and disable surveillance equipment placed by others.

Security: A character with this skill can install locks and alarms to prevent or report unauthorized access by unskilled citizens or traitors. All locks and alarms are rated at the base percentage of the installer's security skill. This figure is called a lock or alarm's "security rating." (For example, a character with a 35% security skill installs an alarm with a 35% security rating.)

A character has his base percentage security skill chance minus the lock or alarm's security rating to defeat that lock or alarm. Any number of attempts may be made to defeat a lock, though each attempt may only be made 5 combat rounds after the previous failed attempt. However, a failed attempt to defeat an alarm automatically triggers the alarm.

Grenades: A character has his base percentage chance plus aimed weapon bonus to properly employ the various types of grenades and to hit a target with a thrown grenade. If the roll exceeds the base percentage by 50 points or more, the grenade has not been properly employed (not triggered correctly, triggered accidentally, the wrong part has been thrown, etc.) and the character may be the victim of his own grenade. Tailor the results to the circumstances. For example, David R-URK-1 has only a 20% chance to properly use a gas grenade. He rolls an 89, more than 50 over his base percentage. The grenade drops at his feet as he fumbles with the trigger mechanism. Whoosh. Thud. David R-URK-1 is resting comfortably on the ground.

12.2 PERSONAL DEVELOPMENT

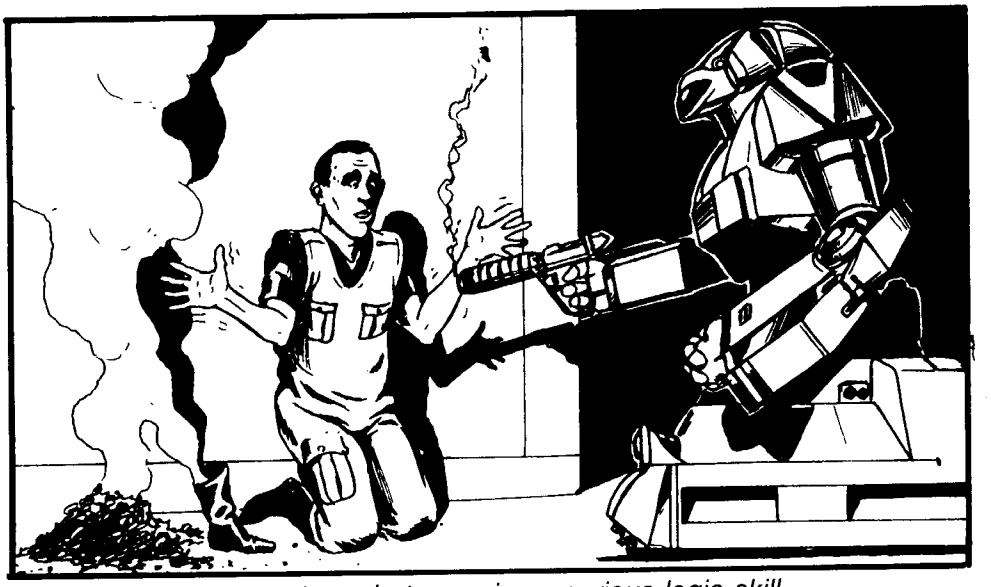
12.2.1 Communications Skills

The base percentage for all skills in this category is increased by the character's believability bonus. Communications skills can only be used on NPCs. To influence the actions of other player characters, a player character must actually talk them into doing what the player character wishes. The only communication skill that can be used on robots or computers is Spurious Logic. All other communications skills can be used on humans only.

Intimidation: This technique relies on implicit and explicit threats to induce the victim to bend to the character's will. Intimidation is generally used on characters of lower security clearance or on characters in a difficult position (like a citizen caught in a treasonous act, or looking down the fire tube of a plasma gun).

A character has his base percentage skill to intimidate an NPC into doing something. The character must clearly state what he wants the NPC to do (for example, "Give the name of your superior in your secret society..."), list the explicit threats that he is employing to convince the victim ("... or I'll report your treasonous behavior to The Computer."), and listing any additional factors that might influence the victim's judgement ("Excuse me, is this rope too tight on your windpipe?") The gamemaster should adjust the percentage chance for a successful Intimidation according to the circumstances — whether the victim is gullible, whether the threats are plausible, and whether the victim has anything to gain by submitting. Ostentatious displays of wealth and power by the intimidator may substantially improve the percentage chance.

Once an intimidation attempt has failed, it is normally impossible to attempt intimidation on the same victim. However, if the circumstances change substantially (more dire threats, more reasonable requests, more obvious benefits for the victim), the gamemaster may permit a second attempt.



Pleading for mercy with warbots requires spurious logic skill.

Bootlicking: This technique relies on shameless displays of loyalty, dedication, and self-sacrifice intended to extract favors from those with greater status or power. This can also be used when begging to be spared from death or betrayal.

A character has his base percentage chance plus his believability modifier to convince someone to do him a favor or to spare him from some horrible fate. The player must specifically list all the promises of service and devotion that he offers. He must also specifically state what benefit he hopes to receive for his fawning behavior. The gamemaster may modify the chances of success according to the value and apparent sincerity of the bootlicker's entreaties. If the favor asked is trivial, or the service substantial, the person in power may be more positively disposed.

Once a bootlicking attempt has failed, no more bootlicking attempts may be tried that day on the same person. (However, a character should be dramatically obliged to continue bootlicking behavior even after an attempt fails. Otherwise he may spoil any chance for future bootlicking opportunities.) There is no limit to the number of successful bootlicking skill applications that may be made.

Con: This technique is used to convince someone to perform an act that is not in his own best interests. If the con is successful, the victim will perform the act in the mistaken belief that he is acting in his own interests. If the con is unsuccessful, the victim will recognize that he is being manipulated, and will refuse to perform the act.

A con relies on the victim's acceptance of false logic or information and the victim's belief that he can trust the player character who is trying to con him. This distinguishes the con from fast talk. With the con skill, the victim is at least temporarily satisfied that the con man is his friend and that the actions requested are in his own best interests. This condition continues until something occurs to call into question the honesty or trustworthiness of the con man. With the fast talk skill, the victim is not convinced, but is sufficiently confused or uncertain that he will permit the fast talker to get away with something. The victim of a fast talk does not trust the fast talker, and as soon as the fast talker leaves the presence of the victim, the victim will begin to suspect that he has been duped.

A player character has his base percentage chance plus his believability bonus to con an NPC. The player character must specifically state the action(s) he wishes the victim to take and the emotional and logical reasons why the victim should take these actions: The gamemaster may modify the chance of success: 1. if the victim has good reasons to trust the player character, 2. if the player character's statements are not obviously false, and 3. if the benefits to the victim are apparently great. The gamemaster may assess negative modifiers if actions requested of the victim are clearly not in his own self-interest.

Con attempts are normally of a longer duration than other persuasion skills, and the con must be broken down into a series of decision points. For each decision point the skill must be checked again.

For example, suppose a Troubleshooter meets a human in the wilderness who knows the location of a cache of ancient magnetic tapes. The Troubleshooter desires to persuade the human to: 1. put down his gun, 2. cooperate with the Troubleshooter, and 3. lead the party to the magnetic tapes.

The human must make three main decisions in succession for the Troubleshooter to obtain his goals. The player must tell the gamemaster what arguments his character will use to persuade the human at each decision point. The gamemaster may modify the percentage chance if the arguments are especially convincing or especially silly. If the first roll is suc-

cessful, then the human will put down his gun. If the second roll is successful, he will indeed cooperate with the Troubleshooter. If the third roll is successful, the victim will lead the Troubleshooter to the magnetic tapes. If at any point one of the rolls fails, the human will immediately become suspicious that he is being conned, and he will either refuse to act as he is requested to, or he may actually attack the Troubleshooter who is trying to con him.

In summary, one con roll must be made at each decision point in a con attempt. A failed con roll means the victim becomes suspicious.

Use the following approximate guidelines for modifying the *base percentage.*

x2 if the victim has good reason to trust the person using con skill
x½ if the victim has good reason to distrust the person using the con skill

Fast Talk: This technique relies on confusing a victim in order to get around him. The effect is of very short duration — less than a minute — and the victim cannot be persuaded to do more than hesitate to interfere with the fast talker's actions. The victim does not hesitate out of trust in the fast talker or conviction of the truth of the fast talker's arguments. He hesitates out of his uncertainty and indecision in the face of the high-pressure verbal assault presented by the fast talker. One who has been successfully fast talked will quickly overcome his indecision, and will feel resentment at having been manipulated. If the fast talker does not act quickly and decisively, the effect of the fast talk may wear off, leaving the fast talker with a suspicious and resentful opponent.

A player character has his base percentage chance plus his believability bonus to fast talk a victim. The player should specifically state what the player character wants to do and how he tries to talk the victim into permitting him to do it. The gamemaster may modify the percentage chance of success if the player character has a strong argument or a forceful presentation, and if the victim's reasons for restraining the player character's actions are weak or uncertain.

Use the following approximate guidelines for modifying the base percentages. (All modifiers are multiplicatively cumulative):

x2 if the victim has reason to trust the fast talker
½ if the victim has reason to mistrust the fast talker
½ if the victim has strict orders not to permit the action the fast talker wishes to take
¼ if the victim recognizes the fast talker as someone who has fast talked him before

Oratory: This skill allows a character to use rhetoric and demagoguery to rally a group of people and to get them to perform his will. It also involves mob psychology, so it cannot be used on groups of three or less.

A player character has his base percentage chance plus his believability bonus to successfully use oratory on a group of people. The player should tell the gamemaster what his character is saying to the group to sway them. The gamemaster should apply modifiers to the base percentage depending on the plausibility and emotional power of the player's speech. If, after modification, a skill roll is made successfully, the group will do as the orator wishes. The action requested should be stated in a specific phrase, like "Charge the enemy!" or "Acquit me!"

Use the following approximate guidelines for modifying the base percentage. (All modifiers are multiplicatively cumulative):

x2 if the group has reason to trust the orator
½ if the group has reason to distrust the orator
x½ if the group does not know the orator personally
½ if the group is from a different culture than the orator
2 if the group shares important emotional or social bonds with the orator

Spurious Logic: Logic is the only method that can be used to persuade robots and computers since appeals to emotion are not effective. If a character wishes a robot or a computer to do something which it finds illogical or unreasonable, or if a character tries to lie to a robot or a computer, the character must justify its request or lie through spurious logic. The gamemaster should note that it is possible to lie while being entirely logical. Although a chain of reasoning may be logically correct, if the premises are incorrect, the conclusion may be incorrect. Spurious logic is a skill which permits a character to argue from incorrect or incomplete premises in order to persuade a robot or a computer.

A player character has his base percentage chance plus his believability bonus to use spurious logic on a robot or computer. The player should tell the gamemaster what arguments the character is offering to the robot or computer, and the gamemaster should modify the character's base percentage depending on how logical, reasonable, and persuasive the player's argument is. If the roll is successful, the robot or computer will comply with the player character's request.

Use the following approximate guidelines for modifying the base percentage:

½ if applying spurious logic to The Computer, and the player character has 5-9 treason points in excess of commendation points
x0 (that is, no chance) if applying spurious logic to The Computer, and the player character has more than 10 treason points in excess of commendation points
+ 5% if ORANGE security clearance
+10% if YELLOW security clearance
+15% if GREEN security clearance
+20% if BLUE security clearance
–25% if INDIGO security clearance
+30% if VIOLET security clearance
+35% if ULTRAVIOLET security clearance

12.2.2 Leadership Skills

Interrogation: This skill is used to extract information from uncooperative prisoners who have already resisted the Intimidation skill. Interrogation supplements the technique of intimidation with torture. (Of course, those eager to get on with the torture may be forgiven for skipping the intimidation phase.)

A player character has his base percentage chance plus his believability bonus to successfully interrogate a victim. During interrogation, the victim suffers 1 wound. The gamemaster makes a skill roll for the interrogator. If the skill roll fails, the person being interrogated immediately lapses into unconsciousness. He may be revived 1D100 minutes later, when interrogation may resume. A second unsuccessful application of interrogation skill will result in a second wound which will incapacitate the victim, resulting eventually in death if the victim is not treated. (If the victim is properly treated and his wounds allowed to heal, interrogation might last indefinitely.)

If the skill roll succeeds, the victim makes an endurance check on 3D10. If he passes his endurance check, he may do any one of three things: 1. refuse to speak, 2. tell his interrogator the truth, or 3. tell his interrogator a lie. If the victim lies, he uses the victim's con skill to determine whether the interrogator believes him.

If the victim fails his endurance check, he must tell his interrogator anything he believes the interrogator wishes to hear from the victim. The victim's only goal in this case is to get the interrogator to stop torturing him. The victim will tell the interrogator whatever is most likely to satisfy the interrogator. If telling the truth is most likely to end interrogation, he will tell the truth. If confessing to a crime, or doing anything else, is likely to end the interrogation, the victim will do so regardless of whether or not the victim is lying by doing so.

Forgery: This skill gives a character his base percentage chance plus his believability bonus to forge documents, identifications, and/or currency. Each time a character attempts to use a forged document, he makes a skill roll to determine whether the forgery is detected.

Use the following approximate guidelines for modifying the base percentage. (All modifiers are multiplicatively cumulative):

x2 if the document is given only a cursory inspection
x½ if the document is carefully examined
x¼ if the document is subject to computer verification
x2 if the document is easily forgeable (e.g., a computer printout)
x½ if the document is difficult to forge (e.g., a photo ID)
x¼ if the document is extremely hard to forge (e.g., currency)

With access to the proper equipment, forgery may be used to forge computer records and magnetic "documents" as well as paper documents. (Without proper equipment, such forgeries are impossible.) For example, most locked doors in the computer complex are opened not with a physical key, but with a card with a magnetic strip coded with the combination to the lock. From such a card, a forger could, with the proper equipment, prepare a duplicate.

Bribery: This skill is used to persuade someone to actively assist or passively permit the player character in some illegal or prohibited activity. The person being bribed must receive something of value (typically currency or valuable items) for his passive or active assistance.

A player character has his base percentage chance plus his believability bonus to bribe so-

meone. The player should describe the bribe being offered and the style with which the bribe is presented. The gamemaster should modify the base percentage according to the finesse and persuasiveness of the bribe's presentation, and according to the value of the bribe to the person being bribed. If the skill roll is successful, the bribe is accepted and the person being bribed will cooperate with the player character.

Use the following approximate guidelines for modifying the base percentage. (All multipliers are multiplicatively cumulative):

x2 if the person being bribed is actively seeking a bribe
x½ if the person being bribed is notably virtuous
x2 if the action required of the bribed person is not likely to be detected by the authorities
x½ if the actions required of the bribed person are easily traceable by the authorities
x½ if the bribed person suspects the bribing character to be a member of Internal Security or of a rival secret society

Bribery may only be used with NPCs. If one attempt at bribery fails, the player may not attempt to bribe the same person to perform the same task again, nor may other members of a player character party. If an attempt at bribery fails, the gamemaster must immediately make a second skill roll. If this rolls fails, the person who was approached with the bribe will report the bribe attempt to the authorities.

If a bribe attempt succeeds, but the person being bribed has a reasonable chance of accepting the bribe without performing the service and without fear of revenge for failure to perform the service, the gamemaster must make a second bribery skill roll. If this roll fails, the bribed person will simply pocket the bribe without performing the service.

Motivation: This skill permits a character to assess the needs and desires of an NPC to determine the appropriate rewards to offer in order to persuade. Use of the skill implies a friendly or neutral attitude on the part of the NPC and sufficient time to study the NPC's personality through interview and observation.

A player character has his base percentage chance to assess the motivations of an NPC. A successful roll gives a modifier of 3D10 points to any attempt to use the intimidation, bootlicking, con and bribe skills. A failed motivation roll has no positive or negative effects.

Psychescan: This skill permits a character to read non-verbal unintentional body language to get hints of the emotional and psychological state of an NPC. This may suggest whether an NPC is lying or not, if he has left something important unsaid, if he is feeling guilty about something, if he trusts the player character, or other similar information.

A player character has his base percentage chance plus his believability bonus to pick up hints about the NPC's psychological state. Before the roll, the player may specify what he is looking for, or he may ask for a general idea of the NPC's state of mind. If the roll is successful, the gamemsater will give the player hints about what the NPC is thinking or feeling.

If the player has asked for specific information (such as "Is he lying?" or "Is there something he doesn't want us to know?"), and the roll was successful, then the gamemaster should answer the question. If the player only asked for a general impression, and the roll is successful, the gamemaster should give a general impression of the NPC's mental and emotional state. (This is for those situations when you think something's fishy, but you can't put your finger on it.) If the roll is unsuccessful, but not greater than 29 points above the character's base percentage, the hints are ambiguous or neutral. If the roll is 30 or more points greater than the character's base percentage, the hints are misleading, and the gamemaster should invent inaccurate information to give to the player.

For example, David R-URK-1 has been told that the mission he has been assigned to is quite safe. David uses his psychescan skill to determine whether his superior is being candid with him. David has only a 25% chance of success. If he rolls an 18, he is told that his superior really thinks that the mission is extremely dangerous. If he rolls a 43, David is not sure whether his superior is lying. If he rolls an 84, David learns (incorrectly) that his superior is really convinced that the mission is very safe.

12.2.3 Self-Improvement Skills

Endurance, strength, agility, manual dexterity, moxie, chutzpah, and mechanical aptitude: A character who takes one of these personal improvement skills simply increases the named attribute by one point (e.g., taking the Endurance skill would increase the character's endurance by one.) Spending skill points on "Personal Development" or "Self-Improvement" does not increase any attribute, but doing so is obviously a prerequisite to taking the self-improvement skills. When a character takes one of these skills, he should list it on the skill section of his character sheet, even though it is not used like a normal skill. No player may ever increase any of his character's attributes by more than four points. Therefore, if he has any self-improvement skill at 6 on his character sheet, he may not spend any more skill points on that skill.

12.3 HOSTILE ENVIRONMENT SKILLS

12.3.1 Survival Skills

Identifying Wild Foods: This skill permits a character to recognize nutritious natural foods in the wilderness. It also can be used to determine whether foods have spoiled or have been poisoned. A successful roll will identify a potential food's nutritional value and the risk of a toxic reaction. An unsuccessful roll means that the potential food source is possibly unsuitable — perhaps simply unnourishing, or potentially poisonous — but the character is not sure. A roll that fails by 50 points or more means that the character is confident that the food is safe to eat (whether it is actually safe or not.)

Roll on the following chart to determine the effect of eating a possibly unsuitable food:

01-40 The food is adequately nutritious.
41-60 The food is adequately nutritious, but mildly poisonous. All attributes are reduced by four points for four hours. (No attribute may fall below zero as a result of this food.)
61-80 The "food" has no nutritional value whatsoever, though it is not poisonous. It is as though the character had not eaten at all.
81-90 The food has no nutritional value and is moderately poisonous. The character suffers the equivalent of a wound in the stomach.
91-100 The food has no nutritional value and is very poisonous. The character suffers the equivalent of incapacitation.

Note: Certain poisons cannot be detected without chemical analysis. A sophisticated poisoner cannot be foiled with this skill.

Eating Wild Foods: Throughout the life of an Alpha Complex dweller, he eats only heavily-processed foods — algae, yeast, and soy derivatives grown in vast food vats and processed with texturizers and flavorings. The idea of eating food grown in the wild is repulsive. Even more repulsive is the prospect of eating flesh. If a character attempts to eat any wild food, the player must immediately roll against the character's base percentage chance to determine whether the character is able to force himself to eat the food. (The resistance to eating wild food is one of the main reasons why it is difficult to disappear into the wilderness and escape from the computer complex.) If a character fails his roll, he may not try to eat wild food again until the next regular mealtime.

Apply the following modifiers. (Which same are *not* multiplicatively cumulative).

x½ eaten recently
x2 have not eaten in two days or more
x5 starving

Hunting, Fishing, and Gathering: This skill permits a character to provide food sources in the wilderness. For each hour that a character spends hunting, fishing, or gathering, the player may roll 1D100. If the skill roll is successful, the character has found apparently-suitable food. Roll 1D10 to determine how many meal-sized portions are obtained.

Note: Unless the Identify Wild Foods skill is successfully used, the food portions may be unsuitable or even poisonous. See above under "Identifying Wild Foods."

Trapping: This skill permits a character to devise traps to capture animals and intelligent creatures.

A successful roll permits a character to hide a trap well enough to surprise and capture a victim. A failed roll means that the trap is obvious and will be avoided by the potential victim. If trapping a wild animal, the trap will be effective within 3D10 hours. If trapping an intelligent creature, the gamemaster must judge how long the character must wait before the trap is effective, or if the victim ever comes along at all.

This skill also permits a character to recognize signs of traps set by others. A successful roll will reveal a wilderness or primitive trap. If the roll is unsuccessful, no trap will be discovered until it is triggered.

12.3.2 Primitive Warfare Skills

Stealth: A player character has his base chance to hide or move undetected in wilderness environments. A successful roll means that the character will not unintentionally reveal himself to an observer unless the observer has made a successful stealth roll to spot anyone hiding or approaching. An unsuccessful roll indicates that the character can be detected by any casual observer.

An observer uses his stealth skill to scan for concealed or stealthily approaching persons. If the roll succeeds, the observer discovers the persons, regardless of whether they have made successful stealth rolls or not. If an observer's stealth roll fails, he will not discover any concealed or approaching persons who have made successful stealth rolls, but he will detect anyone who approaches and who has not passed a stealth check.

An undetected character who has made a successful stealth check gains surprise in combat.

Primitive Melee Weapons: This skill permits a character skilled use of the following weapons (or similar or closely-related weapons) in combat: club, ax, spear, tomahawk. This skill also permits the fabrication of such weapons from natural materials in the wilderness. A successful roll permits the fabrication of a reliable weapon. An unsuccessful roll indicates that the weapon will fail when it is used (a club is too unwieldly, an ax head too poorly fastened to the handle, etc.).

Primitive Aimed Weapons: This skill permits a character skilled use of the following weapons (or similar or closely-related weapons) in combat: javelin, tomahawk, bow, sling, thrown rock. This skill also permits the fabrication of such weapons from natural materials in the wilderness. A successful roll permits the fabrication of a reliable weapon. An unsuccessful roll indicates that the weapon will fail when it is used (the tomahawk is not properly balanced, the bow is too fragile, etc.).

Careful study of a primitive weapon.

12.3.3 Wild Lore Skills

Plant Lore: Residents of Alpha Complexes are familiar with only a few varieties of ornamental plastic shrubs and decorative domestic plants that grace the plazas and parks of the complexes. A wealthy citizen of high status may even own his own house plant. The abundance and variety of plant life in the Outside is beyond the wildest dreams of the average citizen.

This skill permits a character to be knowledgeable about useful plants and trees in the wilderness. The character will also recognize annoying or dangerous plant life (briars, poison ivy, etc.). There is a thriving black market in Alpha Complex for plants from the Outside, though the risk of discovery and the charge of treason makes this a dangerous undertaking.

Animal Lore: There are no animals in Alpha Complex. There are no zoos. There is no information available from The Computer concerning non-human creatures. Consequently, all animal life encountered Outside will be incredibly bizarre and alien to a beginning Troubleshooter. The notion of domestic animals is no more than a myth in Alpha Complex (though citizens of very high security clearances may have secret pets), but Outside communities have dogs, cats, horses, and other familiar creatures.

This skill will permit a character to recognize various common species of animals (including insects, birds, fish, and so on) in the Outside. It will also indicate whether the animals are potentially dangerous, and under what circumstances.

Terrain Lore: Oceans, mountains, rivers, soil, bedrock — all of these features are alien to the inhabitants of Alpha Complex. This skill will permit a character to recognize important physical features and to respond appropriately to the difficulties they may present. For example, a successful roll might indicate that a technique called "swimming" is used to cross rivers (unfortunately a technique not known by citizens of Alpha Complex).

Weather Lore: There is only one kind of weather in Alpha Complex — warm, dry, and breezeless. A citizen will be little prepared for the range of temperature, humidity, and wind velocity to be encountered Outside. A successful roll will increase the appropriate response to challenges presented by the weather and climate of the Outside. For example, a successful roll might indicate that the strange and painful burn on the arms and faces of the Troubleshooters is a disease called "sunburn," for which there is said to be a protective salve called "sun tan lotion," once commonly owned by all citizens back in the Old Reckoning.

12.3.4 Travel Skills

Tracking: This skill permits a character to follow the route of a person or animal through the wilderness. Once a tracking roll has been successfully made, an Animal Lore roll may also be made to recognize the type of creature that made the track. This skill roll must be successfully made once every half-hour. If a tracking roll is unsuccessful, a half hour of searching must precede a second attempt.

Orienteering: This skill permits a character to move cross-country on foot or in motorized ground transport with the aid of a map and compass. (If traveling in water or air transport, navigation skill is used instead.) Without this skill a Troubleshooter will certainly become lost if he travels any distance in the wilderness.

For every half-mile traveled (unless following a clearly marked road or path), a character must make a successful orienteering roll or become lost.

If the character fails the roll, he will normally realize that he is lost. He may then spend a half an hour checking the map and landmarks, after which he may attempt another orienteering roll.

However, if the character fails an orienteering roll and his roll is 96-00, the character is lost but does not know it. He will go at least a half-mile in the wrong direction before he checks his orienteering skill again. Until he makes a successul orienteering roll, he will not realize that he off course.

For example, David R-URK-1 is cutting cross-country through a forest. His orienteering base percentage is only 5%, the lowest possible. His first roll is a 34. He is lost, and he knows it. He can spend a half-hour studying the problem and make a second roll. He rolls a 97. He is lost, but he doesn't know it. He sets off into the wilderness, confident of his route. In a half-mile he makes a third roll. 04! Wow! What luck! David realizes that he has been going in the wrong direction, and he knows the right way to go. He sets off on the proper course and makes a fourth roll after a half-mile. 84. He's lost again. And so forth.

Use the following approximate guidelines for modifying the base percentages for the skill. (All modifiers are multiplicatively cumulative):

x2 if the character has a map and has traversed the route before
½ if the character has traversed the route before (or has detailed verbal directions indicating distances and landmarks), but does not have a map
¼ if the character only vague verbal directions, having neither a map nor detailed verbal directions, and having never traveled the route before
½ at night

Navigation: This skill permits a character to use a map to guide the route of an aircraft or water craft. A roll must be made every half-hour. A successful roll means that the craft is on course. A unsuccessful roll means that the craft has strayed off course. The degree to which the craft is off course must be judged by the gamemaster according to circumstances. For example, an aircraft might go very far astray when flying at night in a storm, but a boat in sight of land on a clear day can't get too lost.

Use the following approximate guidelines for modifying the base percentages for the skill. (All modifiers are multiplicatively cumulative):

x½ at night
x¼ if out of radio contact with The Computer (and unable to get an accurate navigation fix)
x½ if relying on verbal directions without a map

Camping: Remember that ***Paranoia*** characters have rarely if ever encountered the Outdoors before, and are capable of selecting a poor campsite. For example, a dry wash might be swept away by a violent thunderstorm, or camp may be pitched in plain sight of any hostile natives. A successful roll against this skill means that the character has managed to find a camp site suitable to his needs. This roll must be made secretly, and the players should always be told that they have found a suitable campsite.

½ the character's base percentage chance in terrain lore may be *added* to the character's base percentage in camping skills.

Mountain Climbing: This skill permits a character to negotiate steep or difficult slopes. When climbing, a roll must be made every 15 minutes to avoid a mishap. A mishap is not necessarily a fall; it could also be a sprained ankle, or a dropped piece of gear, or a delay caused by damaged equipment, or a poorly-chosen route that must be abandoned. The seriousness of the mishap must be adjusted to the steepness and difficulty of the terrain. For example, a 100-foot fall from a steep wall should be hard on a character, but a stumble on a relatively-gentle but rocky slope may only result in a turned ankle or damage to a delicate piece of electronic hardware. Another useful guideline: the more dramatically the character misses a successful roll, the more dramatic the seriousness of the mishap.

If several characters are climbing together, each character rolls at half the base percentage of the best climber or at their own base percentage (whichever is higher), presuming that a good leader can assist weaker climbers to miss the more serious pitfalls. If several characters are connected by ropes and one falls, a roll must be made for the next person along the rope to see whether he falls as well, or whether he manages to hold and draw the falling character back to safety. If pitons have been placed and a character falls, he must roll again to determine whether the piton comes loose. In short, if several characters are connected by ropes and pitons, all characters and all pitons must miss their rolls in order for the group to fall.

Use the following approximate guidelines for modifying the base percentages for the skill. (All modifiers are multiplicatively cumulative):

x3 for relatively gentle slopes (for less than 45 degrees)
x2 for steeper slopes (45-60 degrees)
x1 for steeper slopes (61-90 degrees)
x½ for negative slopes (greater than 90 degrees)
x½ if climbing equipment not available (negative slopes cannot be negotiated without proper gear)
x½ for crumbly rock (poor footing and can't hold pitons)
x½ for exceptionally hard, smooth rock (no footholds or places for pitons)

12.4 VEHICLE SERVICES SKILLS

Any character with vehicle services skill can safely operate a vehicle on autopilot with the assistance of The Computer under normal circumstances.

12.4.1 Operation and Repair Skills

Any character with operation and repair skill can safely operate a vehicle on manual drive under normal conditions. Any character with a specific operation and repair skill (crawler, autocar, hover, copter, or vulture) can safely operate a vehicle on manual controls while in combat.

Under manual or dangerous circumstances, a skill check must be made to avoid a mishap. Unusual or dangerous circumstances include, but are not limited to: adverse weather (snow, rain, high wind, etc.), rough terrain, high-speed maneuvers, operation under hostile fire, taking damage from hostile fire, vehicles operated by traitors or improperly-programmed robots, vehicle or equipment malfunctions, and so on. The nature of the mishap should be tailored to the circumstances. For example, an aircraft out of control may come to a stop abruptly against a geographic feature, while a crawler may overturn when crossing an unusually deep ravine at an immoderate rate of speed.

The repair skill may be used to remedy minor vehicle malfunctions in an emergency. For example, if the autopilot shorts out in the middle of a steep dive in combat, a successful skill check may return the craft to control.

The skill may also be used to repair damage from accidents or hostile fire.

Use the following approximate guidelines for modifying the base percentages for the skill:

x2 for repair if in a proper maintenance facility with appropriate spare parts
x½ for repair if in wilderness without spare parts

A character's repair bonus is always added directly to his base percentage chance with all vehicle repair skills.

How long a repair will take depends on the skill of the character, work conditions, the seriousness of the problem, and the complexity of the item requiring repair. Decide privately on a reasonable time period. If the character requests an estimate of the time necessary, have the player make a repair skill check. The accuracy of his estimate depends on how successful his skill check is.

12.4.2 Vehicle Combat Weapons Skills

First, these skills represent the character's percentage chance of hitting a target with a vehicle-mounted weapon. Second, they represent a character's percentage chance to correct or repair minor weapon malfunctions. Major repairs (damage from accidents, combat, or faulty maintenance) require Vehicle Maintenance skills.

A character has his base percentage chance plus his aimed weapon bonus to hit a target with a vehicle-mounted weapon.

A character has his base percentage chance plus his repair bonus to repair minor vehicle combat weapon malfunctions.

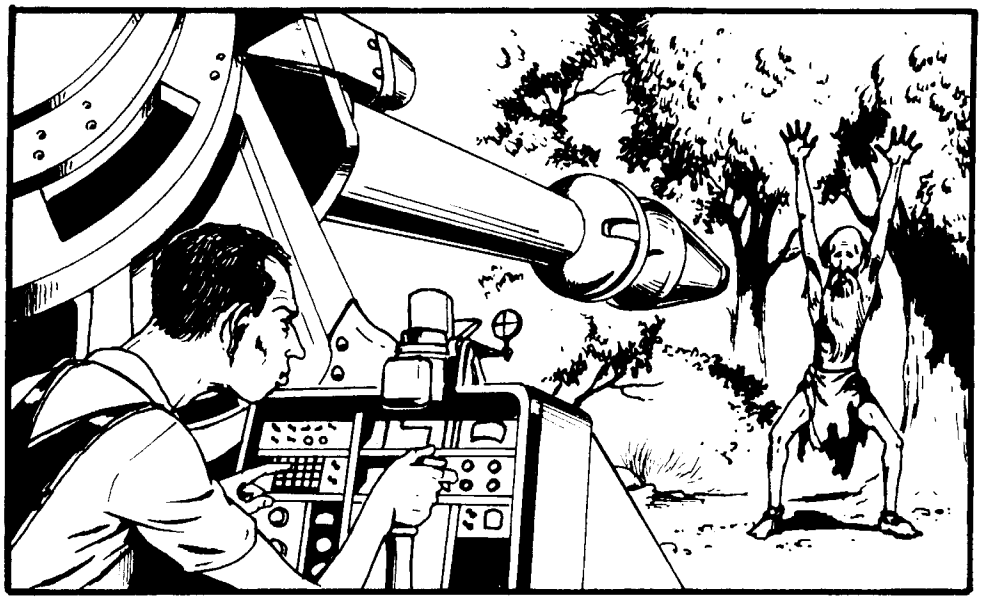
12.4.3 Vehicle Maintenance Skills

Characters with appropriate specific maintenance skills can make an unlimited number of attempts to repair a minor vehicle or weapon malfunction. The gamemaster should determine the interval between attempts according to the circumstances, but in no case should a second attempt be permitted in less than one combat round after a previously-failed attempt.

Maintenance skills permit characters to use their base percentage chance plus any bonus (to maintain and repair vehicles), to effect major repairs, to recognize potential malfunctions that may occur because of poor maintenance or faulty equipment, and to recognize unauthorized or dangerous modifications to standard vehicle weapon designs.

Maintenance skills also gives a base percentage chance to booby-trap a vehicle or weapon so that it will malfunction under conditions specified by the maintenance skill user. It also gives a base percentage chance to recognize such booby-traps if the vehicle or weapon is carefully examined.

Checking for booby-traps is always a good



Unsportsmanlike conduct.

idea. A number of secret societies are dedicated to mischief ranging from harmless pranks to casual manslaughter. Taking this cheerful capriciousness in the proper spirit does not preclude taking precautions to avoid becoming a victim.

12.5 TECHNICAL SERVICES SKILLS

12.5.1 Robotics Skills

Robot Operation: This skill permits a character to give specific and appropriate directions to robots in order to achieve a stated objective. Poorly-defined or poorly-phrased instructions will result in unfortunate, often hideously inappropriate behaviors on the part of the robot.

The quality of robots in Alpha Complex is limited by the scarcity of bot brains and the deterioration of those brains still available. Robot design has not advanced in 200 years. Maintenance is more of a ritual than a technical skill. For these reasons, the physical condition of the robots is rather discouraging.

Further, since the skill of programming is limited to very high security levels, and since access to the programs of computer and robots in Alpha Complex is severely limited by The Computer, the programming of most robots has not been updated in centuries. Many robots are still operating on the programs of their original designers — programs designed for a very different society than that of the Computer-dominated Alpha Complex.

Robot operation skill gives a character his base percentage chance to properly phrase his commands to a robot in order to get what he wants. This skill also permits a character to discover any serious mechanical or programming flaws which will cause a robot to behave in an unpredictable or inappropriate manner.

The player should first ask the robot a series of questions intended to reveal any faults in the circuitry or programming of the robot. The gamemaster will make a roll to determine if the questions will reveal any areas of potential difficulty. For example, here's a typical series of questions:

> Docbot XRT-4-331, what is your primary function?

:To heal the injured and cure the sick.

> What functions have you served most recently?

:Inventory of weapons parts. (This sort of thing is common. When an appropriate bot is not available, another model is drafted into temporary service.)

> What medical operations have you performed most recently?

:Grafting a gun stock to the damaged limb of a Troubleshooter. (This response reveals a potential area of difficulty in directing this robot. All directions must be extremely explicit in order to avoid the confusion of human medicine with weapon maintenance.)

After the skill user has checked the robot for obvious problems, he must then state specifically to the gamemaster what he wishes the robot to do and how he wants the robot to do it. The gamemaster then secretly rolls to see how well the robot understands its directions. If the roll fails, the robot has the potential for inappropriate, even dangerous behavior. The source of the failure may lie in the operator (lack of precision in phrasing the directions) or it may lie in the robot (a quirk of programming not revealed by the original questioning). In either case, the gamemaster must improvise the robot's response according to the caution and wit with which the operator has examined the robot and according to the details and precision of his directions to the robot.

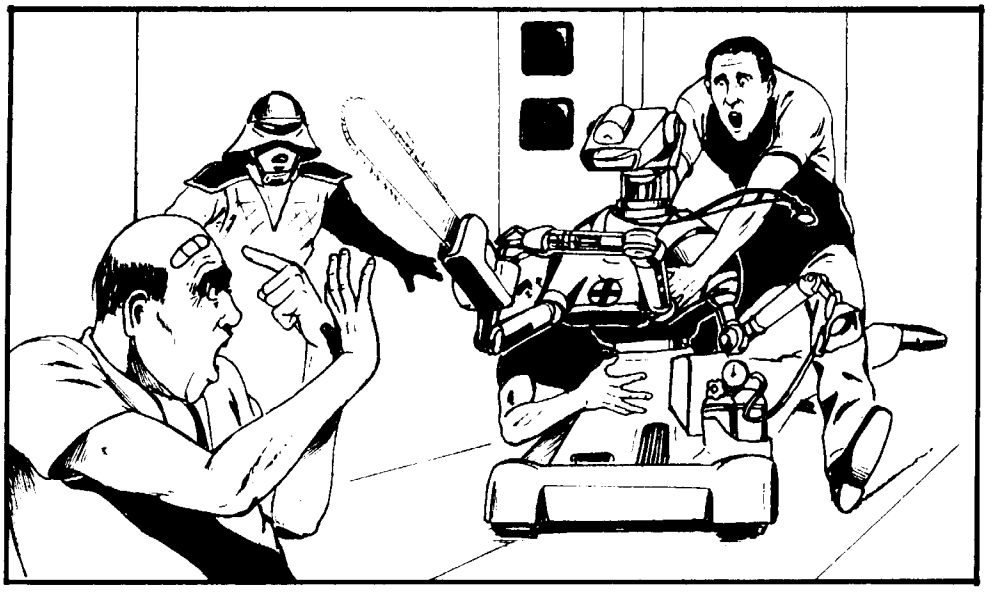
If, for example, the character has carefully questioned the doc-bot and discovered its more dangerous quirks, and if he has carefully worded his request that the doc-bot heal his wound, then the robot's behavior should be only mildly inappropriate (for example, stitching the wound in elegant patterns learned during service in an electronics lab).

On the other hand, if the character hasn't had time to properly question the robot, and if his directions are hastily composed and carelessly given, the results may be dramatic, even fatal. Suppose, for example, a character gives a copter's robot controls the order to fly to such and such a place. The robot complies, to the best of its ability. However, since the bot brain has been used most recently in a domestic maintenance robot (such oversights may occur when there's a scarcity of bot brains), and since it has no vehicle operation programs whatsoever, it may handle take-offs and landings in a manner inconsistent with the continued health of its occupants.

Robot Maintenance: This skill permits a character to make minor repairs on robots. No one knows how to make major repairs on robots. Parts are in short supply, maintenance manuals are accessible only to the upper levels of the security hierarchy, and only The Computer and the semi-mythic High Programmers have access to the robot programming skill.

A character has his base percentage plus his repair bonus to make mechanical repairs on a robot. He is permitted only one check; if the

Alert Troubleshooters discover potential flaw in Docbot programming.



check fails, he will never succeed, no matter how often he tries.

He has his base percentage only to diagnose and treat "robot insanity." Robot insanity has two main origins: 1. unreasonable or impossible commands or directions, and 2. faulty information and programming. In either case, the robot maintenance skill permits a character to interrogate the robot and determine the source of the insane behavior. A successful roll will give a character hints about how to cure or cope with a robot's insanity. A failed roll will either yield no information or will yield misleading information, according to the circumstances and the judgement of the gamemaster. For example, a failed roll might mean that the character could not discover that a traitor had secretly programmed the robot to kill any unaccompanied Troubleshooter, or it might mean that the failure of a warbot to attack an enemy on command is inaccurately diagnosed as a hardware problem, when the robot has actually had its programming altered by a secret society.

12.5.2 Computer Skills

Computer Operation: Most of the skills in this category (programming, computer design, computer security, etc.) are treasonous skills except at the highest levels of authority. A few skills are available at the Red level.

Information Search: This skill permits a character to research topics for any information cleared at his security level. Use of this skill is best interpreted in terms of more or less complete information rather than all or none. The degree of success of the character's skill check (that is, by how many points he rolls under or over his base percentage chance) should indicate to the gamemaster how much information the player should receive. For example, if the character has a base percentage of 35% and he rolls an 04, the character should receive relatively detailed and accurate information. However, if he rolls a 95, he has messed up thoroughly. He should receive very little information, and all of it misleading, out-of-date, inaccurate, or enigmatic. (Of course, since this is the normal state of affairs, it is really only a matter of degree.)

Analysis: This skill permits a character to submit a problem to The Computer along with all the relevant data. The Computer will analyze the problem in terms of the character's statement of the problem, in terms of the data it has been given by the character, and in terms of the data that it has which may not be available to the character. The Computer will then deliver an analysis of the percentage chance of probability.

This sounds wonderful, but the problem is that The Computer will not give a character an analysis that includes information or reasoning not accessible to a character of his security rating.

For example, here is a sample analysis of a problem submitted to The Computer. Seven Troubleshooters entered an uninhabited section of the Alpha Complex. None returned. All of the agents were well-armed, well-trained, and trusted Friends of The Computer.

Here is The Computer's analysis:

:Possibility One — (Classified): 65%
:Possibility Two — (Classified): 23%
:Possibility Three — They met with overwhelming opposition from traitors: 10%
:Possibility Four — They are lost: 2%

Here's what is really going on in the mind of The Computer. There is a 65% chance that the Troubleshooters have killed each other in a typical ***Paranoia*** snafu and bloodbath. There is a 23% chance that the area in question is inhabited by traitors, and that some or all of the Troubleshooters have joined the traitors. The Computer suppresses these unpleasant details to avoid frightening the character (and to avoid giving him unhealthy ideas).

This skill can be used to give the characters hints when they are bogged down in a problem-solving situation, but avoid giving a character too much information. Remember. The watchwords of ***Paranoia*** are fear and ignorance.

Computer Maintenance: Like robot maintenance, this is more of a ritual than a technical service. The Computer personally directs all maintenance done on itself, which is roughly like having a doctor treat himself — The Computer is blind to most of its problems and it tends to misinterpret the other problems as treasonous plots and Commie sabotage.

A character has a base percentage chance to accurately diagnose The Computer's malfunction or problem, and to repair that malfunction or problem if it is minor. That does NOT mean that The Computer will necessarily permit the character to act on that diagnosis.

For example, the character accurately diagnoses a malfunction in The Computer which has caused it to give an erroneous order for the execution of all RED level Troubleshooters. However, since the character himself is a RED level Troubleshooter, The Computer orders him not to tamper with (that is, correct) the malfunction. If he disobeys The Computer, and repairs the malfunction, he will be executed for treason. On the other hand, if he follows The Computer's directions, he avoids commiting treason, (but he will be improperly executed all the same).

12.5.3 Engineering Skills

These skills permit a character to understand and operate the equipment and technologies associated with specific engineering fields listed (organic commodities, industrial, electronic, mechanical, civil, chemical, plastiforming, and communications). These skills are used in two ways.

First, the base percentage chance is taken as an indication of the percentile ranking of the character's status and competence in that field. For example, a base percentage of 25% in chemical engineering means that the character is in the lowest fourth of the field (perhaps only a skilled laborer), while an 85% indicates that the character is close to the top of the field (and presumably very knowledgeable).

Second, the base percentage is the chance that the character knows or has experience with a specific aspect of the field. For example, a character with a 35% base percentage in biological engineering wants to subtly sabotage the cloning and reproduction unit that he has infiltrated. The character has his base percentage chance to improvise a sabotage plan, with percentage modifications by the gamemaster according to the character's objectives and the resources the character has at hand.

The disciplines included in each field have not been specified. The gamemaster must often make arbitrary assignments of disciplines to one field or another. (Use common sense and avoid getting into esoteric arguments about whether a specific aspect of robot design is an industrial, electronic, or mechanical engineering problem. Good grief, it's only a game.)

12.6 TREASONOUS SKILLS

Knowledge of the following skills is prohibited to any being of lower than ULTRAVIOLET security clearance. Possession of these skills is treason. Membership in certain secret societies may permit access to these skills at lower clearance levels.

These skills do not appear on the skill trees (sections **3.7.1 - 3.7.5** in the Player Handbook), and most citizens should not know of these skills other than as rumors. However, each of the treasonous skills has been assigned a position on a skill tree, and skill points and base percentages are figured on the basis of the skill's. (A portion of the appropriate skill tree is reproduced along with each skill description to indicate the skill's position on the skill tree. The skill trees at the beginning of the chapter also include the treasonous skills marked with an asterisk.)

12.6.1 Computer Security

TECHNICAL SERVICES (1)
Computers (2)
operation (3)
information search (4)
analysis (4)
[computer programming (4) treasonous skill]
[COMPUTER SECURITY (4) (treasonous skill)]

This skill gives a character his base percentage chance to defeat the formidable security programs that defend the data banks and programs of The Computer and its sub-systems. This skill can be used with the information search computer skill to obtain classified information, or in conjunction with the computer programming skill it can be used to access and alter the programs and data banks of The Computer itself.

Depending on the sensitivity and importance of the data and programming, computer security may be weak or strong. The stronger the security, the greater the number of successive successful skill checks which must be made. The number of skill checks that must be successfully made to access a data bank or progam is called the "security access rating." A relatively unimportant data file (for example, inventory of stored tubs of "Amazing Grace" side course in the local cafeteria) might have a security access rating of (1), meaning that only one skill check is necessary to defeat the security on the file. On the other hand, given the paranoid nature of The Computer's personality, its cen-

tral programs are probably protected by defense systems with security access ratings of 20 or more.

The gamemaster has discretion in assigning security access ratings. The following are suggested guidelines for assigning ratings.

1. Security ratings will generally increase with the level of security clearance required to permit access to information. (For example, RED level is a security access level 1, and ULTRAVIOLET level is a security access level 8.)

2. The skill level of the programmer determines the level of security program he is capable of writing. For example, a High Programmer with a computer programming skill level 10 can write security programs with security access ratings from level 1-10. (The original programmers of The Computer had computer programming skills above skill level 25. Now skill levels above 10 are extremely rare in Alpha Complex, though mad geniuses figure prominently in the folk tales and rumors of the citizens.)

A failed attempt to defeat computer security may result in alerting The Computer to unauthorized access. Make a second skill roll; if this is successful, The Computer is not alerted, but if it is a failure, unauthorized access is noted and the character is a traitor.

Evidence of first-class computer security systems.

12.6.2 Computer Programming

TECHNICAL SERVICES (1)
Computers (2)
operation (3)
information (4)
analysis (4)
[computer programming (4) (treasonous skill)]
[computer security (4) (treasonous skill)]

This skill gives a character his base percentage chance to alter the data and programs stored in The Computer. The computer security skill must first be used to defeat the security programs that defends the data banks and programs.

This skill is also used to determine whether the alteration in the data or programs has been successful or whether it has achieved the purpose intended by the programmer. Whenever the data or program is accessed, a computer programming skill check is made at the skill level of the programmer who entered the data or program. If the check is successful, the program performs as intended. If the check is unsuccessful, the bugs in the program prevent it from operating properly. The gamemaster should interpret the degree and seriousness of the failure according to his sense of humor and perversity.

For example, a programmer of skill level 6 alters the programming of the Security/Surveillance sub-system to permit him to monitor transmissions from spy eyes in his superior's personal living quarters. Each time the programmer attempts to access the subsystem to monitor his superior's living quarters, he makes a skill check. If the check is successful, he accesses the transmissions. If the check fails, he may accidentially flash the lights on and off in his superior's living quarters as the toilet erupts from a misdirected pressure signal.

(**Note:** This skill does permit alterations in the data banks and programs of The Computer. However, The Computer has active as well as passive security programs. That is, certain programs are devoted to nothing but searching through the data banks and programs of The Computer, looking for evidence of alterations or tampering. When alterations or tampering is discovered, these programs will reference (supposedly) secure back-up copies of data and programs, then attempt to put things back in order. Of course, after all these years, many of the back-up copies themselves have been tampered with, and there is no guarantee that the active security programs can do more good than harm. Nonetheless, understand that any alteration or addition to the data or programming of The Computer may be discovered and corrected (or horribly muddled) at any time by these active security programs.

12.6.3 Robot Programming

TECHNICAL SERVICES (1)
Robotics (2)
[PROGRAMMING (3) (treasonous skill)]
docbot (4)
jackobot (4)
transbot (4)
scrubot (4)
trailbot (4)
snooper (4)
guardbot (4)
flybot (4)

This skill gives a character his base percentage chance to alter the programming of a robot. This is actually not as easy as it sounds.

You must get the cooperation of the robot. If you have the authority to give it commands, you must tell it to sit still while you reprogram it. If you do NOT have the authority to reprogram it, you must first disable or switch off the robot before you can alter its programming. If the robot resists, this can be very difficult and dangerous.

If the robot is intelligent, the problem is even more serious. A self-aware robot will resent any tampering, even if you theoretically have the authority to command it. It may require any number of successful spurious logic skill checks to convince it to submit peacefully to reprogramming.

Further, when the robot reprogramming skill check is made, it is always apparently successful. That is, the gamemaster tells the player that his reprogramming has been apparently successful. If the check was indeed successful, the robot will perform as intended. If the check was actually unsucessful, the robot will apparently perform as intended, but at some point (at the gamemaster's fiendish discretion) the bugs in the programming will manifest themselves, and the robot will suddenly begin

A reprogrammed scrubot scrubs up prior to accessing its surgery programs.

to behave in an entertainingly improper fashion. For example, it may begin repeating one motion over and over again, or it may start multiplying all measurements by 100, or it may develop homicidal tendencies. (A homicidal scrubot is quite an amusing prospect.)

An important robot's programs may be protected by security programs just like The Computer's (*see* sections **12.6.1** and **12.6.2** above.) These programs tend to be weaker than those protecting The Computer and its sub-systems, and are generally limited to robots with highly dangerous or classified tasks.

12.6.4 Major Robot Repair

TECHNICAL SERVICES (1)
Robotics (2)
[MAJOR ROBOT REPAIR (3) (treasonous skill)]
docbot (4)
jackobot (4)
transbot(4)
scrubot (4)
trailbot (4)
snooper (4)
guardbot (4)

Major robot repair skill permits an unlimited number of attempts to repair a *minor* mechanical malfunction. The gamemaster must determine the interval between attempts according to circumstances, but in no case should a second attempt be made less than a full melee round after a previously failed attempt.

Major robot repair permits characters to use their base chance with the skill plus any repair bonus to maintain and modify robots, to effect major repairs, and to recognize unauthorized or dangerous modifications to standard robot designs.

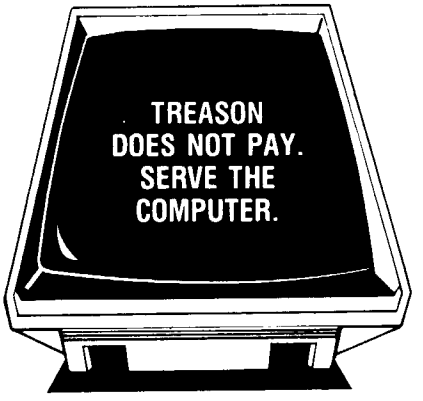
12.6.5 Cyborging

TECHNICAL SERVICES (1)
Engineering (2)
organic commodities (3)
industrial (3)
electronic (3)
mechanical (3)
civil (3)
chemical (3)
plastiforming (3)
communications (3)
[CYBORGING (3) (treasonous skill)]

Cyborging is the replacement of biological parts with mechanical parts. Successful use of this skill requires a medical skill of (7) or better. Unsuccessful use of this skill results in the loss of the biological part, resulting in disfigurement, maiming, or death, according to the part replaced. Once a biological part is successfully replaced with a mechanical part, robot maintenance and major robot repair are neccassary for recovery from injury to that part (rather than medical skill).

A cyborg is a combination biological organism and machine. The abilities and liabilities of each cyborg modification, and the effects of the modifications in play, must be judged on a case-by-case basis by the gamemaster. Use common sense and dramatic flare. For example, if a cyborg is incapacitated by a laser injury, and the wound location is a mechanical limb, the limb might be destroyed and the character only stunned. On the other hand, a wound to a mechanical limb might not only render it useless. It might cause it to short out or malfunction in an entertaining fashion, flailing about in a shower of sparks, throwing the character off balance.

Note that cyborging is a treasonous act, and any character discovered to have cyborg parts is subject to summary execution.



12.6.6 Old Reckoning Cultures

HOSTILE ENVIRONMENTS (1)
[OLD RECKONING CULTURES (2) (treasonous skill)]

This skill gives a character his base percentage chance to use his knowledge of Old Reckoning Cultures to interpret artifacts, ruins, and cultural survivals in the primitive cultures of the Outside. Unfortunately, knowledge of the real history of the Outside is interwoven with myth and legend. Since knowledge of real history is treasonous, most of the information about the past has been handed down orally, and has suffered considerable distortion in the process. Prominent in this part-mythology/part-history are the elements of pop culture from the middle and late 20th century: film, television, music, and life styles. Aspects of different periods are mixed higglety-pigglety: beach movies, punk rockers, and transcendental meditation are blended in a curious, romantic nostalgia for a culture with unlimited personal freedom.

The most important practical application of this skill is in recognizing artifacts and their significance when they are encountered outside. For example, a small personal computer discovered in the ruins of an ancient home would never be recognized as a computer by anyone without Old Reckoning Cultures skill. When a skill check is unsuccessful, but fairly close, the gamemaster may choose to give useful but distorted information. (A toaster-oven might be misinterpreted as a form of viewscreen.) Even when the skill check is successful, information about the artifact should be somewhat distorted by legend and incomplete history. Such is an opportunity for humor and mischief for the gamemaster.

12.6.7 Communist Propaganda

PERSONAL DEVELOPMENT (1)
Communications (2)
intimidation (3)
bootlicking (3)
con (3)
fast talk (3)
oratory (3)
spurious logic (3)
[COMMUNIST PROPAGANDA (3) (treasonous skill)]

This skill gives a character his base percentage chance plus his believability bonus to infect another character with communist doctrine. This skill is the only "contagious" skill in ***Paranoia;*** that is, successful use of this skill causes the victim to add this skill to his other skills, **whether he wants it or not.**

Here is how the skill works. The victim must listen to or read the propaganda expounded by the skilled propagandist. This must continue for at least five rounds. The victim may listen voluntarily, or may be restrained and forced to listen, or may be made cooperative with drugs, or may be conned, fast talked, or intimidated (*see* section **12.2** for details on these skills) into listen-

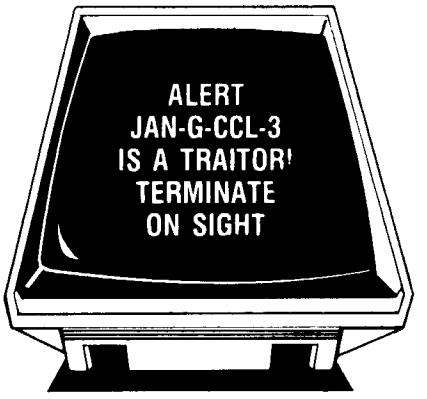
An awesome weapon of the Old Reckoning - a Hoover 216.

ing. At the end of five rounds, the propagandist makes a skill check. If the skill is successful, the victim receives the communist propaganda skill at level 3. Successive uses of the skill can increase the victim's skill level, but the level can never be increased to a higher skill level than that possessed by the propagandist, nor can a skill level be increased by more than one level per day.

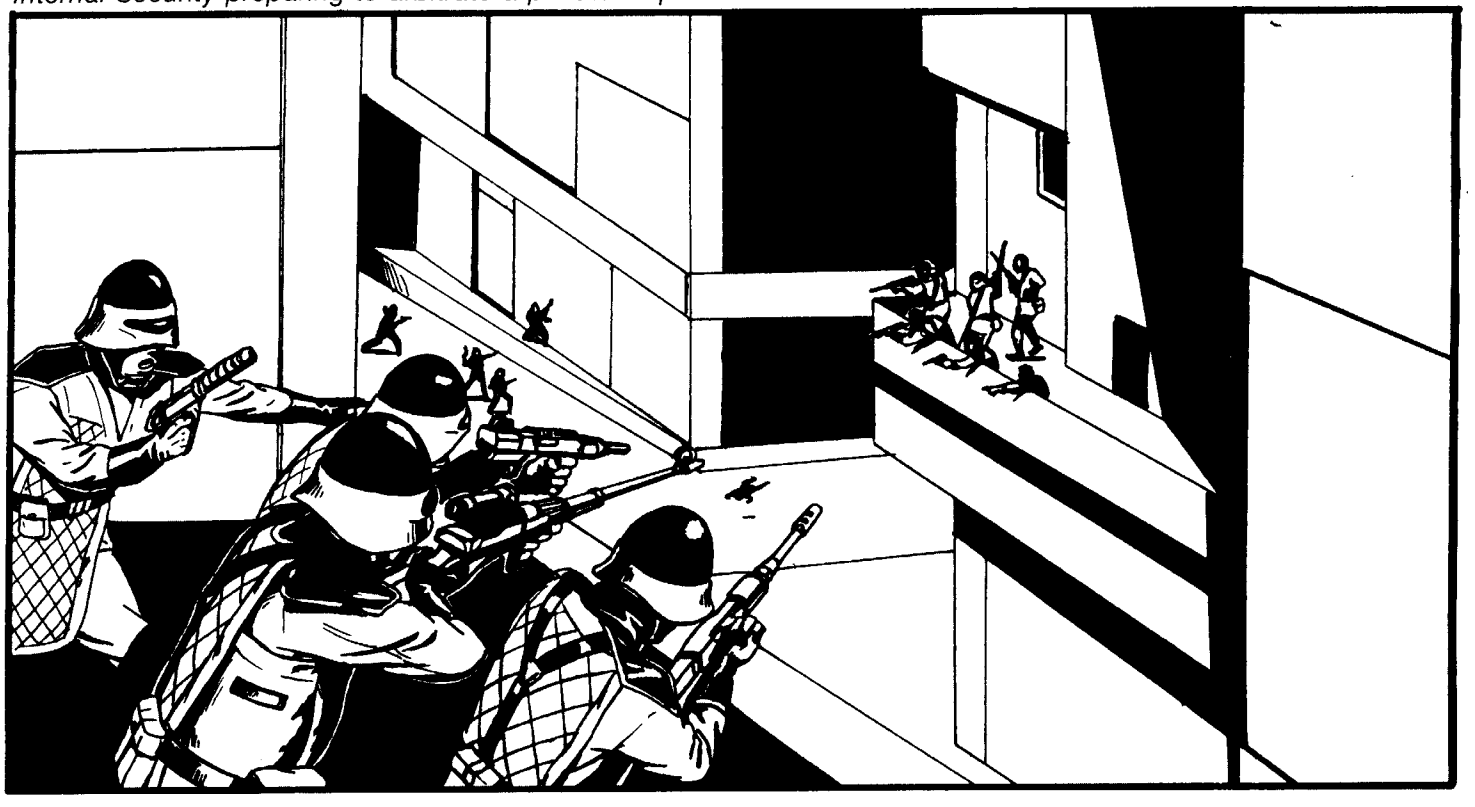
However, only the victim knows whether the propaganda attempt was successful. The victim will be told by the gamemaster in private conference to record the skill on his character sheet, but the private conference is held **whether the skill check is successful or not,** in order to conceal the success or failure of the attempt from the propagandist.

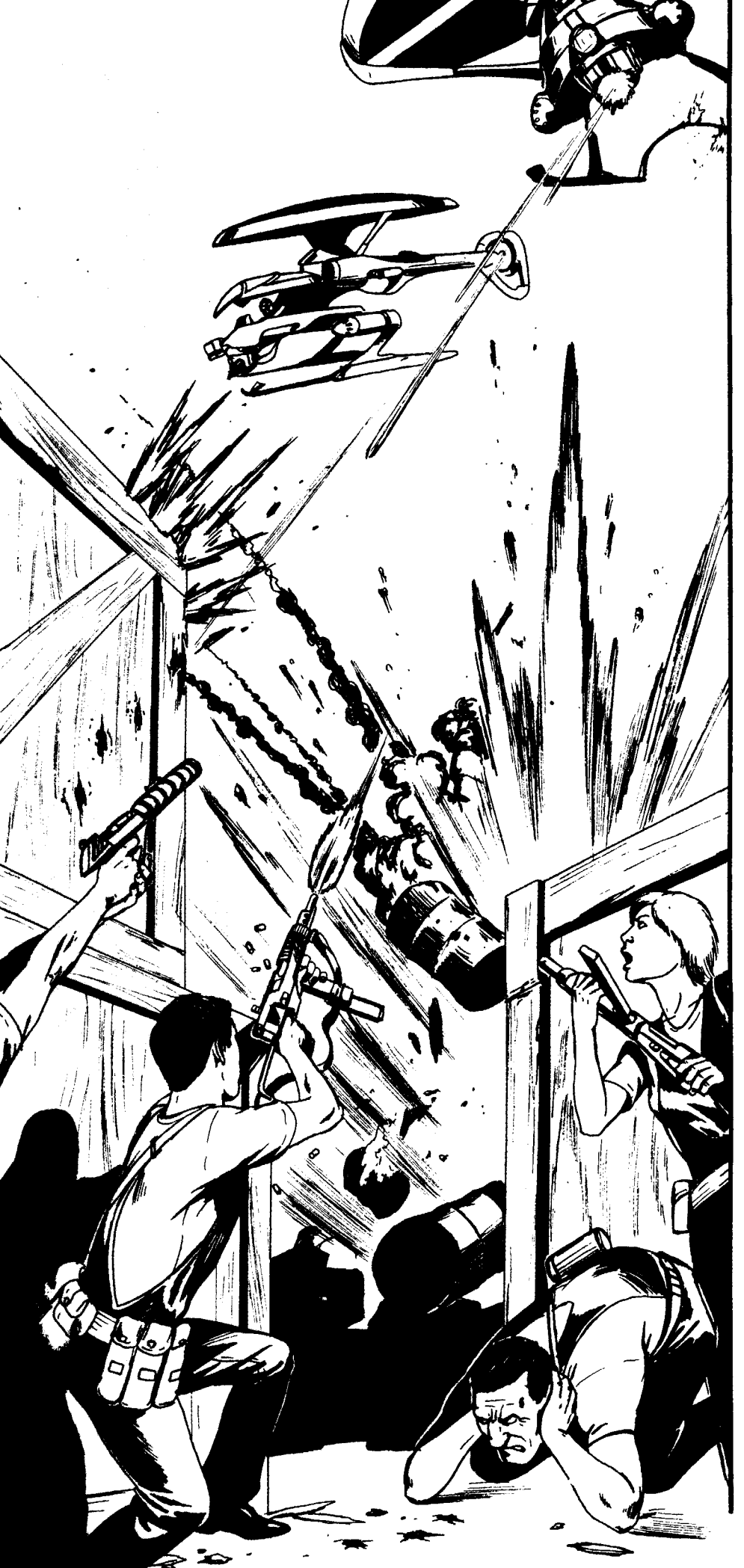
The victim of this skill need not use the skill if he doesn't want to. If he is loyal to The Computer, he may refuse to ever think about the communist propaganda again, or perhaps he will feel compelled to report himself (and the propagandist) to The Computer for treasonous acts. However, if the victim is ever successfully interrogated, he may be forced to reveal that he knows communist propaganda — treason sufficient to have him summarily executed. The possibilities for extortion are left as an exercise for the interested student.

Note, however, that an unsuccessful attempt to use this skill will result in the victim receiving incontrovertible evidence of the propagandist's treason. Therefore it would seem to be a good idea to kill any victim who was not successfully infected with communist propaganda. Unfortunately, however, the propagandist cannot know whether the victim is infected without a successful use of the interrogation skill. This makes it extremely risky to use this skill, but being a Commie is risky business in Alpha Complex.



Internal Security preparing to arbitrate a private dispute.





13. COMBAT

13.1 SEQUENCING

Combat is resolved in a series of combat rounds. Each round represents approximately 5 seconds. Once one combat round is over, another is begun. Combat rounds are resolved until one side or the other is dead or withdraws, or both sides break off.

Each combat round is broken into three segments. All actions taken in one segment are resolved before the next segment is begun. The sequence of segments is:

13.1.1 Combat Sequence

• **NPC Decision:** The gamemaster decides what each of the non-player characters will do in the current round.

• **Player Decision:** The gamemaster goes around the table, asking each player in turn what action his character takes in the current round.

• **Resolution:** The effects of all actions are resolved. All actions are simultaneous, so all beings are able to attack before combat effects are applied to them. Each attack is resolved in this sequence:

1. *Hit Determination:* A roll is made to determine whether the attack hits its target.
2. *Damage Determination:* Rolls are made on the Damage Table (**13.4.1**) to determine what damage is suffered by targets.
3. *Hit Location:* If the target is wounded or incapacitated and a non-area weapon was used, a roll is made on the Hit Location Table (**13.4.5**) to determine where the wound is inflicted.

13.1.2 Surprise

If one party to a combat has surprise on the other party, it receives a "free round." In this free round, the party with surprise conducts combat normally, while the surprised party may not take any action. In the second and subsequent combat rounds, both sides may take actions. Note that this often effectively means that the surprising party will have two rounds during which its opponents are ineffective, since during the second round the surprised party may be drawing its weapons, and thus be unable to attack.

13.2 MOVEMENT

There are no hard-and-fast rules for movement and positioning during combat in ***Paranoia.*** (*See* section **13.9**, "The Dramatic Tactical System.") Instead, the gamemaster should use his common sense and these guidelines:

• There are three speeds at which a person can move: "walk," "run," or "sprint." Generally speaking, any speed up to about 5 meters/round is a walk; anything between that and 20 meters/round is a run; and any faster speed (up to about 40 meters/round, which is about the fastest anyone short of an Olympic athlete can move) is a sprint. Anyone heavily loaded (say more than 50% of carrying capacity) cannot sprint; anyone really heavily loaded (more than 100% of capacity) cannot run, either.

• A sprinting character can't attack at all. (Running flat out takes all your concentration.)

A walking or running character can attack, but his chance of hitting his target is reduced. (*See* the Combat Modifiers Table **13.3.6**).

13.3 HITTING

A character's base chance of hitting an opponent with a weapon is his percentage with the weapon skill (*see* section **12.1**) plus any ability modifiers (*see* sections **11.2.4.** "Melee Bonus" and **11.2.5** "Aimed Weapon Bonus"). This base chance is modified by a number of factors as summarized on the Combat Modifiers Table **13.3.6**.

A character may use a melee weapon or make an unarmed attack only if he is within arm's reach (about 2 meters) of an opponent. Each aimed weapon has a range, and can be used against any target within that range. (*See* the Weapons Effects Table **13.3.7**.)

A character can make only one attack per round. However, some weapons can affect more than one target. These are "spray" and "area" weapons (indicated on the Weapon Effects Table **13.3.7**.).

A spray weapon can be used against up to three targets. Each target must be within 5 meters of one of the other targets (so you can "spray" three men in a line). When a spray weapon is used against more than one target, the base chance is divided by the number of targets (2 or 3), and two or three separate rolls are made to determine whether each target is hit.

An area weapon is not fired at a being, but at a particular location. If a successful weapon skill roll is made, the attack succeeds, and the weapon takes effect at the intended location. If the skill roll fails, the weapons takes effect at some other location at the gamemaster's discretion.

Each area weapon has an area of effect (*see* Weapons Effects Table **13.3.7**). Any being within the weapon's area of effect (whether the location of the effect is the intended one, or some other location) must roll for damage.

If the attacker fails his skill roll with an area weapon, the gamemaster decides on the effect of the inaccurate shot on the basis of logic, dramatic appropriateness, and Murphy's Law. For example, if a character misses his intended target with a napalm round and there is a full fuel storage tank in the vicinity, it is a reasonable conclusion (given Murphy's Law) that the round will unerringly seek out the fuel storage tank. Wouldn't that be entertaining?

13.3.1 Skill Modifiers

The base chance of hitting a target with a weapon is always at least 5%, regardless of negative weapon bonuses and negative combat modifiers.

A character's chance to hit is modified by his aimed weapon bonus when using an aimed weapon and his melee bonus when using a melee weapon. (Note that a negative bonus does reduce the chance of hitting.)

Note: Even though "primitive" melee and aimed weapons are on a different skill tree from most of the other weapon skills, a character is still entitled to add his melee or aimed weapon bonus when using these weapons.

13.3.2 Dodging

During a combat round, a character may declare that he is "dodging". A dodging character suffers a reduction in his chance of hitting when using a weapon — but his chance of being hit by an opponent is also reduced (*see* Combat Modifiers Table **13.3.6**). Sprinting characters may not dodge. A character can dodge regardless of what kind of weapon he is using.

13.3.3 Range

At the discretion of the gamemaster, a character's chance of hitting a target with an aimed weapon can be modified for range. The Combat Modifiers Table **13.3.6** lists suggested modifications for fire at point-blank, medium, and long ranges. (Make no modification for combat at short range.) "Point-blank" range is within 5 meters or so. Roughly speaking, "short range" is up to about ⅓ of the weapon's total range, "medium range" is up to ⅔ of the total range, "long range" is up to its total range. Weapon ranges are listed on the Weapon Effect Table **13.3.7**. Again, ***Paranoia*** does not use a precise movement or positioning system, so the gamemaster is the final arbiter of when fire is at long range and when it isn't.

13.3.4 Wounds and Encumbrance

If a firing character is wounded or encumbered, his percentage is reduced as indicated. In this context, "encumbered" means carrying more weight than the character's carrying capacity.

13.3.5 Cover

If the target is protected by cover (for example, a stone wall, a tree trunk, heavy vegetation), the firer's base percentage is reduced. The gamemaster decides approximately what portion of the target's body is covered — 25% or 90% — and applies the modifier indicated on the Combat Modifiers Table **13.3.6**.

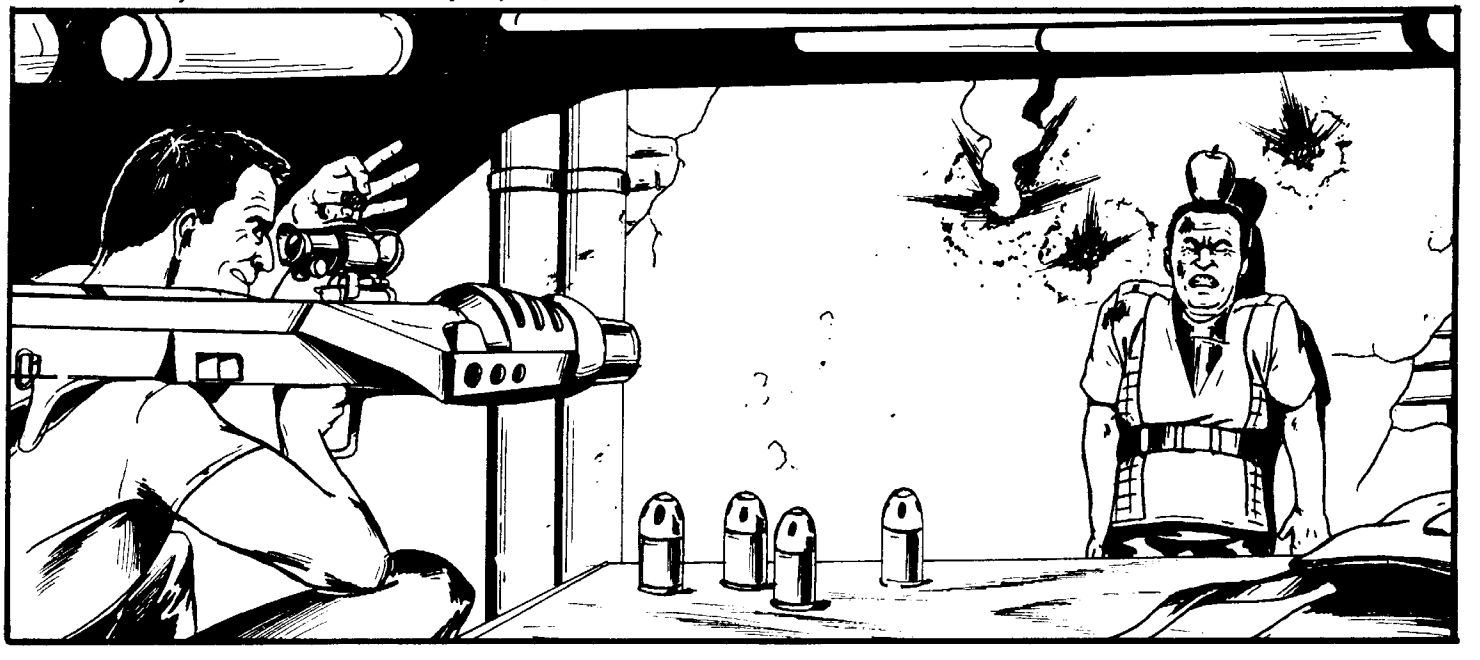
If the target is prone (i.e., lying down), the firer's base percentage is reduced or increased as indicated.

13.3.6 Combat Modifiers Table

(see charts and tables)

13.3.7 Weapons Effects Table (see charts and tables)

When at first you don't succeed, try, try again.



13.4 DAMAGE DETERMINATION AND ARMOR

If the weapon hits its target, the next step is to determine the amount of damage done by the weapon. Refer to the Damage Table (**13.4.1**). Find the name of the weapon used by the attacker along the top of the table. This determines which column of the Damage Table is used (subject to subsequent modifications).

Next, determine what sort of armor (if any) is worn by the target. Refer to the Armor Table (**13.4.4**). Determine the "weapon type" used (i.e., laser, energy, projectile, field, etc.). Find the weapon type along the top of the armor table, and the armor type worn by the target along the left-hand side. Cross-reference the weapon type and the armor type to yield an armor result. If the armor result is a dash ("-"), the target's armor provides no protection against that kind of weapon, and the column used on the Damage Table is not changed. If any other result is found, the armor does provide protection. Shift left on the Damage Table as many columns as indicated by the Armor Table Result. (**Note:** Shifts that would go off the table to the left or right use the left- or right-most column instead.)

If a melee attack is made by a character with a damage bonus (*see* section **11.2.2**) shift right the appropriate number of columns to represent the awesome power of his mighty blows.

If the victim of an attack has a macho bonus (*see* section **11.2.3**), shift left the appropriate number of columns to represent the victim's stoic endurance of pain.

Find the final adjusted column on the Damage Table. Roll 1D100, and find this roll on the table under the adjusted column; read across to the left-hand side of the column to yield a result of "No Effect," "Stun," "Wound," "Incapacitate," "Kill." "Vaporized."

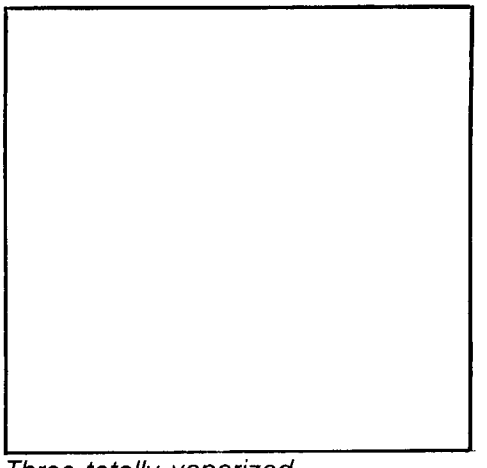
Example: A laser pistol beam hits a target wearing asbestos clothing. The words "laser pistol" are printed above the eighth column of the Damage Table. The Armor Table indicates that asbestos clothing provides one column shift to the left against laser fire. The player shifts from the eighth column to the seventh column on the Damage Table (the "knife" column). He then rolls 1D100. The roll is a 62, which falls in the "56-77" range. This is on the third row of the table. Reading across to the left, the player finds that this means his target has suffered a wound.

When an area weapon is use, a player rolls to determine what damage each being within the area's radius of effect suffers. He uses the column indicated on the Damage Table, rolling separately for each being within the weapon's area of effect.

13.4.1 Damage Table (see charts and tables)

13.4.2 Damage Effects

- **No Effect:** The character is unaffected by the weapon.
- **Stun:** A "stunned" character may, at his option, immediately fall prone. He may not take any action during the next combat round (including moving and using a weapon).
- **Wound:** A "wounded" character suffers the effects of a stun. In addition, he is henceforth considered "wounded," and suffers the ill effects this implies (*see* especially Combat Modifiers Table **13.3.6**). When a character is wounded, the gamemaster must immediately roll on the Hit Location Table (**13.4.5**). He rolls 1D100 and finds the entry on this table corresponding to the roll; this entry indicates which area of the character's body is wounded. The character will not be able to use that area of his body until he heals. A character wounded in the abdomen may not run or sprint. A wounded character who is again wounded is incapacitated. **Note:** When a character is wounded by an area weapon, no roll is made on the Wound Location Table. The wound is considered to consist of a number of punctures, lacerations and/or burns in various parts of the body.
- **Incapacitate:** An "incapacitated" character suffers the effects of a "wound." In addition, he immediately falls prone. He is considered unconscious, and may take no action of any sort until he heals to wounded status or better. An incapacitated character who is already wounded or incapacitated is instead killed. When a character is incapacitated with any non-area weapon, the gamesmaster should roll to determine wound location. (This may be significant once the incapacitated character regains consciousness).
- **Kill:** A dead character is dead. Fini. Kaput. He kicks the bucket; he spends his time pushing up daisies; he has punched his last clock; he has gone to serve the Great Computer in the Sky. Dead is dead. However, *see* **13.8.4**.
- **Vaporized:** The character and his gear are completely destroyed. This is a truly distinguished end for a ***Paranoia*** character. You have really arrived when you have had a character vaporized. This is a dramatic achievement of epic proportions. The appropriate response is a brief but heart-felt round of applause from the players, gamemaster, and spectators.



Three totally vaporized Troubleshooters.

13.4.3 Reflec Armor

A special rule applies to reflec armor. Reflec armor is available in the same colors as lasers — i.e., red, orange, yellow, green, blue, indigo, violet, infrared, and ultraviolet. If a character is wearing reflec armor of one color, his armor provides protection against lasers of that color only. Note that only red reflec armor is available to members of security clearance RED.

Multi-color reflec armor is also available to characters of security clearance ORANGE and above (two-color to ORANGE, three-color to YELLOW, and so). This kind of armor protects against two or more colors of lasers. (The apparent color of such armor is determined by the normal laws of color addition — i.e., armor which protects against red and blue lasers will appear purple, armor which protects against all colors will appear white, etc. For those of us who are not casually conversant with the laws of color addition it is acceptable to describe any combination of colors as "kinda brownish."). Note that reflec which protects against infrared or ultraviolet only will appear black.

13.4.4 Armor Table (see charts and tables)

13.4.5 Hit Location Table (see charts and tables)

13.4.6 Damage Effects on Inanimate Objects

This is left to the judgement and imagination of the gamemaster. Focus on the dramatic effect and not the realistic application of physics. Or if you like, carry out experiments around the house. Like try your own home slugthrower on common household objects like vacuum cleaners and stereos. That's what we game designers do.

13.5 DRAWING, AMMUNITION, AND RELOADING (Optional)

Drawing weapons in desperation when ambushed, and hunching down behind a rock to reload, are valuable dramatic tools in any action-adventure game. However, if using these rules seems too formal, or requires too much bookkeeping for your taste, ignore them.

13.5.1 Drawing Weapons

If a being does not have a weapon in hand, he cannot use a weapon until he draws one. If a weapon is readily available (e.g., in a holster or scabbard on the being's belt, slung over his back, etc.) drawing the weapon takes one combat round. If it is not immediately available, drawing it may take more than one round, at the gamemaster's discretion. If a being wishes to replace the weapon he has at hand with another one, he may either drop the weapon in his hand and draw a new one (taking one round) or put it away and draw another one (taking a total of two combat rounds). In a round that a character is drawing or replacing a weapon, he may not make an attack, although he may move (but not at sprint speed).

13.5.2 Ammunition and Reloading

Most aimed weapons come with a limited supply of ammunition, and must be periodically reloaded. The Weapon Effects Table **13.3.7** indicates the number of rounds a weapon may be fired before reloading is necessary. Each time a player fires a weapon, he should note it has been fired once. When the total number of firings equals the number of rounds of ammunition indicated on the table, the weapon is unloaded and must be reloaded before it may fire again. Reloading a weapon takes the same time as drawing a weapon (i.e., one round if a reload is readily available, more if it is not).

13.6 MALFUNCTIONS

Each weapon has a chance of malfunctioning each time it is fired. Though malfunctions are actually relatively rare, they are always eagerly anticipated as an opportunity for mischief by the fun-loving gamemaster.

Refer to the Weapon Effects Table **13.3.7** and find the "malfunction" column. Each time a skill

roll is made for a weapon, if the die-roll equals or exceeds the number listed under the malfunction column, the weapon malfunctions. The precise nature of a malfunction differs from weapon to weapon, as specified below.

13.6.1 Remedying Weapon Malfunctions

The unpleasant effects of a weapon malfunction can sometimes be prevented or remedied by the swift application of an appropriate weapon use or maintenance skill. The following weapon skills have a base percentage chance to remedy certain weapon malfunctions:

- aimed weapon skills
- melee weapon skills
- vehicle weapon skills

Alternatively, a character may use a weapon maintenance skill to remedy a weapon malfunction and to make more than one attempt to remedy the malfunction. (Normally a character without maintenance skills is permitted no more than one attempt to remedy a weapon malfunction. If he blows it the first time, he'll wish he'd paid more attention in shop class.)

Remedying a weapon malfunction is usually considered a minor repair. For further details on how weapon use and maintenance skills are used to make minor repairs, *see* sections **12.1.1-12.1.3** and **12.4.2-12.4.3**.

13.6.2 Specific Weapon Malfunctions

• Lasers

Malfunction: If a laser pistol or laser rifle malfunctions, it will begin giving off a high-pitched beeping sound. Within 1D100 combat rounds it will explode. The gamemaster must roll for each being with 3 meters of the weapon at that time on the ninth column of the Damage Table (treat as "P" attack for armor purposes).

Remedying the Malfunction: A successful weapon use check will prevent the explosion, but will not return the laser to normal function. A successful weapon maintenance check will prevent the explosion and return the laser to normal function.

• Sonic Weapons

Malfunction: It immediately begins to shake itself to pieces, doing damage to its wielder. The gamemaster must roll on the eighth column of the Damage Table to determine the damage inflicted on the wielder (treat as an "S" attack for armor purposes).

Remedying the Malfunction: No remedy is possible.

• Energy Weapons

Malfunction: Roll 1D10. On an even roll, the weapon simply ceases to function. On an odd roll, the weapon heats up suddenly, then vaporizes. In the latter case, the holder suffers damage. Roll on the Damage Table as if the wielder had been hit by the weapon in combat (i.e., on column 8 for energy pistols and column 9 for blasters).

Remedying the Malfunction: A successful weapon use check will prevent the vaporization, but the weapon is useless without major repairs. A weapon maintenance check will prevent the vaporization, and a second check will return the weapon to normal function.

• Slugthrowers & Cone Rifles

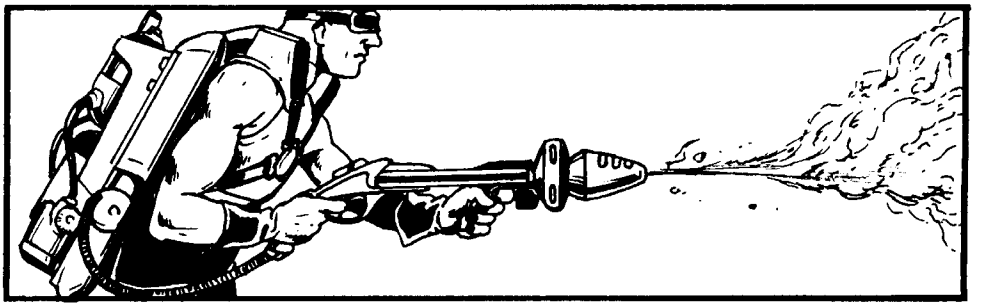
Malfunction: The weapon jams. If the weapon was firing any kind of shell other than solid slug or dum-dums, the shell explodes in the slugthrower's or cone rifle's chamber, destroying the weapon and doing damage as indicated by the Damage Table in the radius indicated on the Weapon Effects Table. The shell will also have whatever effect such shells normally have (e.g., flare shells will emit light, etc.).

Remedying the Malfunction: A successful weapon use check will clear the jam, but the weapon will have a 20% chance to jam on all subsequent firings until a minor repair is made. A successful weapon maintenance check clears the jam and returns the weapon to normal function. If the shell is other than a solid slug or a dum-dum, there is no way to prevent the explosion in the weapon chamber.

• Flamethrowers:

Malfunction: It explodes. Roll for all beings within 5 meters on the 13th column of the Damage Table (treat as an F weapon for armor purposes).

Remedying the Malfunction: A successful weapon check will prevent the explosion, but the weapon is useless without a minor repair. A successful weapon maintenance check prevents the explosion and returns the weapon to normal function.



• Ice Gun:

Malfunction: The freezing chamber jams and begins to over-freeze. Roll 1D10. If the number is even, the weapon is simply inoperative. If the number is odd, the gun shatters, spraying the wielder with shards of ice. He suffers damage as indicated on the Damage Table for ice guns; if wounded or incapacitated, the wound is automatically in his arm (treat as an F weapon for armor purposes).

Remedying the Malfunction: A successful weapon check will prevent the ice gun from shattering, but will not return it to normal function. A successful weapon maintenance check prevents the shattering and returns the gun to normal function.

• Needle Guns:

Malfunction: The plastic flechette ammunition jams in the pressure chamber and the weapon may explode. Roll 1D10. On an even roll, the weapon becomes unuseable. On an odd roll, it explodes. In this case, roll for all beings within 1 meter on the 9th column of the Damage Table (treat as a P weapon for armor purposes).

Remedying the Malfunction: A successful weapon use check will clear the jam and prevent an explosion, but the weapon will thereafter have a 20% chance to malfunction each time it is fired until a major repair is made. A successful weapon maintenance check clears the jam, prevents the explosion, and returns the weapon to normal function.

• Gauss Gun, Tangler, Neurowhip, and other Melee Weapons:

Malfunction: If any of these weapons malfunction, they simply cease to operate. (For example, a club breaks, or the brass knuckles get inextricably tangled in the dental work of the victim.)

Remedying the Malfunction: A successful weapon use or weapon maintenance check will return the weapon to normal function.

• Stun Gun:

Malfunction: All beings within 5 m are stunned for 1D10 combat rounds. The weapon will continue to malfunction every time it is used until a minor repair is made.

Remedying the Malfunction: A successful weapon use check prevents the stunning of those within 5 m of the weapon, but the weapon will continue to malfunction if used. A successful weapon maintenance check will prevent the malfunction and return the weapon to normal function.

• Hand Flamer:

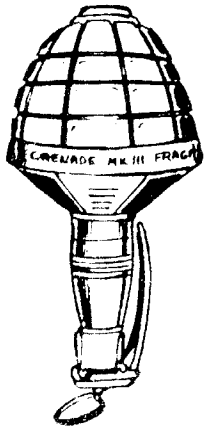
Malfunction: It may explode. Roll 1D10. If the roll is even, the weapon simply stops functioning. If the roll is odd, the weapon explodes. Roll for its wielder on the 12th column of the Damage Table to determine the damage he suffers (treat as an F weapon for armor purposes).

Remedying the Malfunction: Nothing can stop the weapon from exploding. If the weapon simply stops functioning, a successful weapon maintenance check will return it to normal function.

• Grenade:

Malfunction: The grenade is a dud and fails to explode.

Remedying the Malfunction: No remedy is possible.



• Force Sword:

Malfunction: This weapon is a monofilament fiber encased in a force field sheath. If it malfunctions, the force field ceases to exist, and the monofilament becomes a loose wire which may whip around and injure its user. In this case, the user makes a skill roll; if he succeeds, he avoids injury. If he fails, he rolls on the 12th column of the Damage Table to determine the damage he suffers.

Remedying the Malfunction: Nothing can prevent the malfunction. A successful weapon maintenance check will return the weapon to normal function.

• **Plasma Generator:**

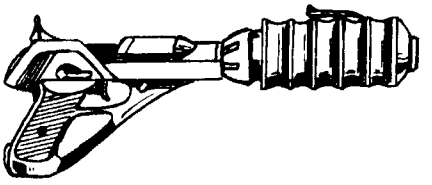
Malfunction: A warning alarm buzzes. After 1D10 combat rounds, the weapon explodes. Roll for all beings within 10 m of the weapon at the time on the 20th column of the Damage Table (treat as an F weapon for armor purposes).

Remedying the Malfunction: (This is a tough one. The weapon is very expensive, and The Computer will be very displeased if it is allowed to self-destruct. On the other hand, a character may understandably prefer to run quickly away from the weapon.) A successful weapon use check will turn off the buzzer. A character without maintenance skill might reasonably assume that when the buzzer is turned off, the malfunction is remedied. A character with maintenance skill will know that a second check is necessary to prevent the explosion. (Sometimes it really pays to have studied maintenance skills).

A second successful weapon use check will prevent the weapon from exploding. A successful weapon maintenance check will turn off the buzzer and prevent the explosion. A second weapon maintenance check will return the weapon to normal function.

If the character chooses to abandon the plasma generator rather than try to remedy the malfunction, note that an easy dexterity attribute check is necessary to remove the backpack that contains the plasma generator. Imagine the panic as a clumsy character struggles with the backpack straps as the buzzer sounds in his ears. Now you're getting into the spirit of ***Paranoia***.

Laser barrels are designed to fire only in one color of the spectrum (infrared, red, orange, yellow, green, blue, indigo, violet, or ultraviolet).

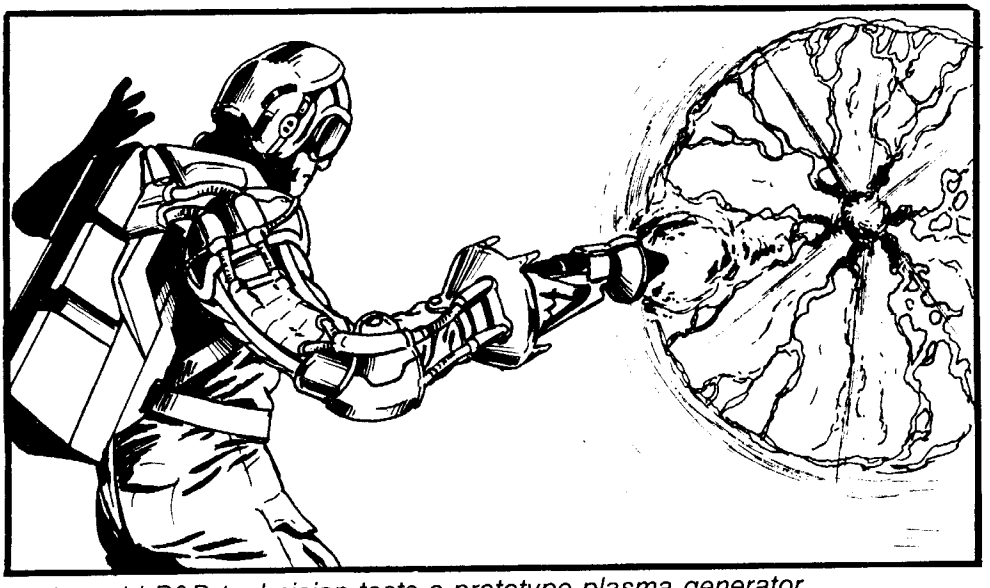


Any laser may have its barrel replaced by a barrel designed to fire in another color. Reflec armor is generally designed only to reflect one color of laser, and reduces damage only from lasers of that color (*see* section **13.4.3**.) Two-color lasers are available to characters of security clearance ORANGE or higher; three-color lasers to those of security clearance YELLOW or higher, four-color to those of security clearance GREEN or higher; and so on.

Multi-color armor is also available to characters of security clearance ORANGE and above (two-color to ORANGE, three to YELLOW, etc.).

13.7.2 Slugthrowers and Cone Rifles

Slugthrowers are a development of the modern hand-gun, semi-automatic rifle, and SMG. Cone rifles are neither cone-shaped nor rifles, but a development of the modern bazooka. Both can fire a variety of different shells. Ammunition for both types of weapons is available in the forms listed below.



An intrepid R&D technician tests a prototype plasma generator.

13.7 SPECIAL RULES

13.7.1 Lasers

Laser weapons come with unscrewable barrels, which can be replaced. If you are using the optional rules on reloading (section **13.5**), replacing a barrel is the equivalent of reloading the weapon. Each barrel may be fired reasonably safely up to six times. The weapon can be fired more than six times with the same barrel, but each time it is fired after the sixth, the chance of malfunction increases by 5% (i.e., the seventh time it is fired, the weapon malfunction roll is 95 or greater; on the eighth, it is 90 or greater, and so on.)

Note: The use of certain types of shells requires the Special Services skill with chemical weapons. Use of these types of shell without the chemical weapons skill means that the weapon will have a 50% chance of malfunction each time it is used.

• *Solid slugs* are simply solid metal slugs which do damage by impact.

• *Dum-dums* are solid slugs designed to fly apart upon impact. Dum-dum shells have lower range than solid slugs, but do more damage.

• *HE* or high explosive shells explode on contact. For slugthrowers, these are simply explosive bullets, which do more damage than solid shells or dum-dums; for cone rifles, these are explosive shells which can affect a 5 meter radius.

• *AP* or armor piercing shells are designed to penetrate armor. For slugthrowers, these are simply "greased" teflon bullets designed to penetrate kevlar or other body armor. For cone rifles, these are explosive shells designed to penetrate tank or flybot armor.

• *HEAT* or "high explosive anti-tank" shells are similar to AP shells, but are somewhat more effective (and costly).

• *Napalm* shells are designed to explode on contact, spreading jellied petroleum or white phosophorus over the skin of the target (or, in the case of the cone rifle shells, over the surrounding area). Napalm will continue to burn for 1D10 rounds after contact, doing the indicated damage each round. Since both jellied petroleum and white phosphorus contain their own supply of oxygen, the napalm cannot be extinguished with water or by suffocation, but can only be removed by scraping the stuff off the skin. *Note:* Safe use requires chemical weapons skill!

• *Flare* shells are designed to illuminate rather than cause injury. Flare shells fired by slugthrowers simply appear as streaks of light which cause the area within the indicated radius to become visible ("tracer bullets"). Flare shells fired by cone rifles light up the area indicated, and continue to burn for 1D10 rounds after launch.

• *Gas* shells spread a cloud of gas over the indicated area. Note: Safe use requires chemical weapons skill!

The effect of gas depends on the specific type of gas used:

Poison Gas does damage to any being within the gas radius. Roll on the 7th column of the Damage Table for each being in the area covered by the gas each round (treat as an F weapon for armor purposes). *Note:* Safe use requires chemical weapons skill!

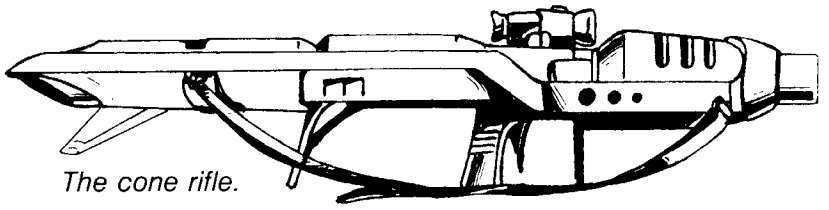
Smoke reduces visibility and scatters laser fire. Any aimed weapon fire through smoke is reduced by 10% (i.e., −10% "to hit"); shift one column to the left on the Damage Table when rolling for laser weapons firing through smoke. *Note:* Safe use requires chemical weapons skill!

Corrosion Gas does damage to all metallic things (e.g., bots) within the area of the gas. Treat as poison gas, but it affects only inorganic beings. (Poison gas does not affect bots.) It also reduces the damage protection abilities of metal armor (e.g., plate). The armor provides 1 fewer column shift after being exposed to corrosion gas per round exposed to the gas (i.e., if exposed for 2 rounds, plate will produce no column shifts against P weapons and only one against MS and M weapons). *Note:* Safe use requires chemical weapons skill!

Vomit Gas may cause any organic beings in the area of the gas to vomit. Each round, each being must make a 3D10 attribute check against his endurance. If he fails the check, he begins to vomit, and may take no other action for 1D10 combat rounds. *Note:* Safe use requires chemical weapons skill!

Gauss Gas is a substance which dramatically increases the permittivity of free space (see note below for explanation of this term) within the area of the gas cloud. If any being fires a gauss or energy weapon into the area of the cloud and hits his target, he shifts three columns to the right on the Damage Table when rolling

to determine the amount of damage inflicted on his target. *Note:* Safe use requires chemical weapons skill!



The cone rifle.

Note: Our esteemed developer has asked me to insert a definition of "permittivity of free space" here. "Permittivity" is a variable used in certain equations dealing with electromagnetic radiation. The speed of light varies with the medium through which it travels; light moves faster in a vacuum than through air, for example. (In fact, this change in speed is responsible for the phenomenon of refraction.) "Permittivity" is a material constant which determines the speed of light through a medium. The "permittivity of free space" is a fundamental physical constant which determines the speed of light through vacuum. There is no known way to change the permittivity of free space; indeed, if one were able to do so, one would be juggling with fundamental physical laws.

The reference to the permittivity of free space here is what is known as "pseudo-scientific gobbledygook." ***Paranoia*** is not a hard science fiction game; it is utterly unreasonable, for example, to expect that any mutation could give a human being the power to eat lead, let alone read the thoughts of another. However, my scientific bent leads me to use real scientific terms when inventing pseudo-scientific gobbledygook, rather than to invent entirely meaningless terms (as less educated designers and writers are wont to do). ***G.C.***

Dirt Gas is a gas which rapidly adheres to any solid substance, coating it with a black slime. Apart from being disgusting, this reduces the damage protection from reflec armor. Reflec coated with dirt gas shifts only two columns to the left against laser fire. The effect of armor reduction continues until the wearer gets a chance to clean his armor. It takes two rounds to clean armor. Note: Safe use requires chemical weapons skill!

Hallucinogenic Gas is a gas containing a potent hallucinogenic drug. Each combat round a being remains in the gas cloud, he must make a 2D10 endurance check; if he fails the check, the hallucinogen begins to take effect, with all that this implies. His base percentage with all combat skills is halved for the next 1D10 hours because he cannot be sure whether his target is real or imaginary. *Note:* Safe use requires chemical weapons skill!

Note: Non-organic beings (e.g., bots) are not affected by poison, vomit, or hallucinogenic gas. Characters wearing gas masks are similarly immune to these gases, as are characters in environment and combat suits.

• *ECM* shells are shells containing electronic jamming equiment. ECM shells are designed to interfere with the electronics of bot targets. Bot targets in the radius of effect are affected. Roll on the '4" column of the Damage Table **13.4.1** applying any column shifts for polished plate armor protection. This shell affects only bot targets.

Additionally, radio, radar, and other devices which rely on the broadcast or reception of electromagnetic signals become inoperative in the radius around the ECM shell.

• *Tacnuke* shells are available only for cone rifles. They are small nuclear devices, and can be quite devastating. Pyrotechnic displays and ghastly side effects are at the gamemaster's discretion.

13.7.3 Triggers for Slugthrower and Cone Rifle Ammunition

Slugthrower shells are automatically equipped with contact fuses, i.e., they take effect when they reach their target (or, if no target is hit, when they strike the ground or other obstacle).

Cone rifle shells may be equipped with contact fuses, but other types of fuses are also available. Any type of shell may be equipped with any type of fuse. Other fuse types are:

• *Heat* fuses activate a shell when it encounters sufficient heat. They are available in a wide variety of heat levels; i.e., when a character obtains a shell with a heat fuse, he should specify how much heat will trigger the shell (e.g., 30 degrees C, 100 degrees C, etc.).

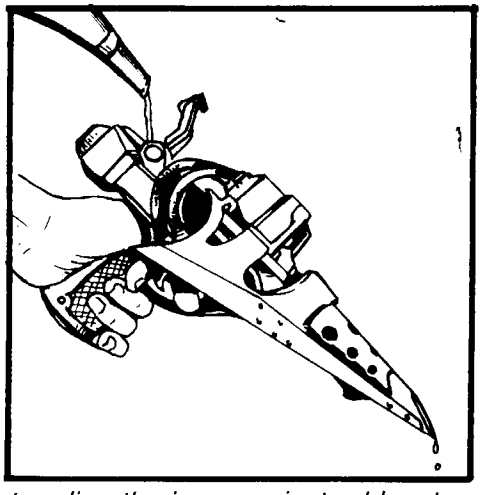
• *Gauss* fuses activate when subject to violent electromagnetic flux in the surrounding area. This can be caused by the use of a gauss or energy weapon, a powerful radio signal, lightning, etc.

• *Remote* fuses are designed to activate upon reception of a coded radio signal. They are usually used in conjunction with a hand-held transmitter which transmits the appropriate code. (Coms can be modified for this purpose). The user fires the shell, lets it fall, and waits. When he wants to activate the shell, he simply activates his radio transmitter. If the remote fuse is in an area blanketed by ECM jamming at the time, it will not activate.

• *Timers* are designed to activate a certain amount of time after being fired. They are available in a wide variety of times; i.e., when a being obtains a shell with a timer, he should specify the duration of the fuse. Timers which can be set by hand prior to being fired are also available, but are more expensive than pre-set timers.

13.7.4 Ice Guns

Ice guns operate by freezing water into needles of ice, which are fired with great rapidity. Consequently, the only ammunition needed for the weapon is water. It is reloaded simply by pouring the water into a nozzle at the top of the weapon.



Loading the ice gun: just add water.

13.7.5 Gauss Guns

Gauss guns project a violent electromagnetic flux which wreaks havoc on bots and electronic equipment. Organic beings do not suffer damage from gauss guns.

13.7.6 Tanglers

A tangler throws a 4m adhesive rope, which wraps itself around its target and gradually con-

A traitor demonstrates the tangler.

tracts. It does no damage, but when a target is hit by a tangler, the gamemaster must roll three times on the Wound Location Table to determine the body location to which the tangler rope adheres. If the head is hit, the rope is assumed to have wrapped around the target's neck, and the target will die of strangulation in 1D10+1 rounds unless the rope is removed. He will need the aid of another to remove it, but this takes only one round. If any other body location is hit, that area is immobilized and the target loses its use. Again, he may remove the rope in one round with the aid of another. Exact effects of 'losing the use' of the abdomen or chest are left to the gamemaster's lethal discretion.

13.7.7 Stun Guns

Stun guns do no damage. Instead, if a wound or higher result is rolled on the Damage Table **13.4.1,** the victim of a stun gun is stunned for 1D10 combat rounds. During this time, he may not take any action.

13.7.8 Plasma Generator

The plasma generator consists of a tank back-pack which contains plasma held in a magnetic bottle, a magnetically-sealed hose which leads from the back-pack to a hand projector, and a shield which protects the firer from the hand projector. When fired, a ball of plasma (essentially similar to a sphere of ball lightning) is emitted from the hand projector, and travels forward from the firer, expanding as it moves. Each combat round, the ball moves 5 meters forward, though its movement may be affected by wind. It expands outward in a 60° cone in front of the firer, and so does damage to any being within the volume of the 60° cone that it travels through as it moves. It continues moving for 4 rounds, then dissipates. *Note:* If a player fires the ball into the wind, it may be blown back into his face.

The back-pack which contains the plasma generator is cumbersome and difficult to remove. A character may make an easy dexterity check each round to see if he can remove the back-pack. This provides some exciting suspense when a character falls into a pond and is being drawn down by the weight of the pack as he struggles to remove it.

13.8 RECOVERY

13.8.1 Stunned

A stunned character may not take any action for one round. At the end of this time; he becomes unstunned and may operate normally.

13.8.2 Wounded

A wound is a relatively severe body wound. A wounded character (like a stunned character) may not take any action for one round.

If a character with Medical skill accompanies the wounded character, the wounded character may make one "recovery" check per day to determine whether his wound is healed. He rolls 2D10 against his endurance; the skill level of the character (or docbot) with Medical skill is subtracted from the roll. If the modified roll is less than or equal to the character's endurance, he recovers from the wound. A character may not engage in heavy physical labor while recovering from a wound, although he may walk, drive vehicles, etc.

13.8.3 Incapacitated

Incapacitation is a relatively severe wound that, unless treated, will result in death. A character can take no action until he is healed at least to wounded status.

If an incapacitated character is not under constant medical care (in hospital facilities or under the care of a character or docbot with Medical Skill 3 or higher and with access to adequate medical supplies and tools), he must make a 2D10 endurance check each hour (subtract medical skill of the attending physician or docbot from the roll). If the character fails the roll, he dies. If the character is under constant medical care, he may make one endurance roll per day, modified by medical skill. A successful roll means the character's healing has progressed and he is now "wounded" and no longer "incapacitated."

Note: Although an incapacitated character can take no action in battle, this does not invariably mean he is unconscious. He may be able to converse with excrutiating effort, or even take an immediate, life-saving action like rolling out of the way of a truck. However, any such action should be extremely painful, and the character should quickly lose consciousness after the supreme effort.

13.8.4 Killed

If there are any remaining members of the character's clone family, The Computer will activate a replacement clone for the deceased character as quickly as possible (that is, as soon as the death is reported). If there are no remaining members of the deceased character's clone family (i.e., all six members of the clone family have suffered the ultimate embarrassment of the world of ***Paranoia***), then it is time for the player to roll up a new character.

13.8.5 Vaporized

Recovery from vaporization will be covered in an upcoming supplement. (If your character is named "Spock," there's hope for you yet.)

13.9 THE DRAMATIC TACTICAL SYSTEM

Many role-playing games use complicated, time-consuming methods to resolve combat. These systems involve the careful placement of metal miniatures on a table or counters on a hex-map to indicate the positions of characters, set movement rates which involve counting hexes or measuring distances when characters move, complicated rules for when characters may fight each other, and involved systems for calculating how damage is inflicted, how many "hit points" a character suffers, and where wounds are located.

The problem with systems like this 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 fights and deciding precisely what happens. The result is that battle, which would in real life take a few minutes at most to resolve, winds up consuming most of a session of play. Even in high-risk occupations like that of a Troubleshooter, the vast bulk 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 a character, and therefore this much attention ought to be paid to it. We do not believe this; if fighting is the most interesting thing in a gamemaster's campaign, he is doing something wrong.

The other problem with systems like this is that they 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 of Martha? When do I run away? The decision-making part of

Put on a good show, and Fate will smile upon you.

combat is the vital part, as far as characters are concerned; spending a lot of time calculating odds, rolling dice, and measuring moves does nothing to advance the "story" which the gamemaster and players are creating together.

Obviously, however, combat is still important. When push comes to shove, a gamemaster has to know who kills who. Furthermore, a combat system has to be seen as "fair" — the players must not have the feeling they are dying arbitrarily — and has to allow the players to reach the important decision points quickly, yet still allow them to make those decisions, to feel they are in control of their own destinies.

The ***Paranoia*** combat system is designed with these objectives in mind. Unlike other combat systems, it does not involve complicated calculations of hit points and odds; at any given time, a character is either in good shape, stunned, wounded, incapacitated, or killed — there are no hit points. In real terms, who knows what a three-point hit is? What you really want to know is "Am I wounded? Am I still in good enough shape to continue the fight, or not?" This is what the combat system tells the character.

Even more important is the necessity to keep the game moving. Players should not be spending long minutes contemplating their positions in combat and mulling over their next move. This is time-consuming, boring, and unrealistic; in a real combat situation, a person is lucky if he has enought time to be afraid, let enough cooly contemplate the next move. Obviously, it is impractical to run game combat at the same speed as real combat; nonetheless, things should move fast. Get combat over in a few minutes, and get back to the game.

The "dramatic tactical" system is designed to do precisely this. Neither miniatures nor counters nor hex-map are used in ***Paranoia***. Instead, all combat is fought out in the heads of the players and the gamemaster. Each player knows what weapons his character carries, and roughly what his capabilities are; the gamemaster should work out in advance similar information about enemies they will meet. When combat begins, the gamemaster should rapidly describe to the characters what they see. He should provide enough detail so they can visualize their surroundings and the situation with reasonable ease. He should then go around the table, asking each player in turn what his character does. If a player hesitates, his character should be considered hesitating, too, and will do nothing. The players are free to discuss things, if they wish, but when the gamemaster demands to know what they are doing, there should be no delay — "wait a minute, I'm thinking" means so is his character.

Once each player has stated his intentions to the gamemaster, the gamemaster determines the outcomes of those actions. When a player fires a weapon or uses a skill, the gamemaster should roll dice to determine the outcome, using the rules for combat or skills. Gamemasters should note that the charts are printed together in the back of the Gamemaster's Handbook; during combat, he should keep these charts in front of him so he can rapidly find the information he needs — don't spend lots of time flipping around. (A gamemaster should thoroughly familiarize himself with the rules before he begins his first game.)

After the outcome of the player's actions — and those of their opponents — is determined, the gamemaster should describe to the players what happens. He should tell them which are wounded (or stunned, killed, etc.); which of their enemies fall down (it's difficult to tell, in the heat of combat, whether a fallen opponent means one who is wounded or one who is dead); who runs where; and so on. Based on his descriptions, the players make their next decisions as the gamemaster again goes around the table, asking each what he does.

The objective of this system is to produce fast and furious action. ***Paranoia*** should have the feel of a movie, not a wargame. It should be played for slam-bang action and dramatic effects, not high strategy and clever tactics.

Action is only one key to the dramatic effect; the other is flamboyance. Movie combat is not exactly realistic; neither should be combat in ***Paranoia***. If a character wants to swing on a chandelier while firing his laser — why not let him? (He'll suffer a modifier for moving while firing, of course.) If another wants to leap off a rock onto an enemy, let him do that, too. (He might miss and injure himself — but if he hits, he should have a better chance of doing something nasty to his enemy.) Try to keep an image in your head of where the characters and their opponents are — but don't be too pedantic. Let one character rush to the aid of another; let another scream battle cries and close with the enemy while firing his laser wildly. If a player comes up with a clever idea, let him get away with it. Amusing strategies and wild-eyed flamboyance should be rewarded; leave careful planning and detailed tactics to people who play **Stalingrad**.

Don't be afraid to kill people in ***Paranoia***. The world of ***Paranoia*** is a dangerous one, filled with traitors, enemies, lunatics, and, not least of all, our old friend The Computer. People die a lot. ***Paranoia*** is not a game for players who like to become very fond of their characters.

The weapons used in ***Paranoia*** are deadly, and combat happens a lot. If someone is dead, let him be dead; there are no last-minute saves, no divine interventions in ***Paranoia***. Sometimes characters will die because of stupidity; sometimes through sheer, dumb luck. That's the way the game goes; don't worry too much about it. If ***Paranoia*** is a movie, it's a lot more like *Dirty Harry* than *Terms of Endearment;* characters fall like flies.

In summary:

1. **KEEP THINGS MOVING.**
2. **Don't give them time to think.**
3. **Reward flamboyance and strange ideas.**
4. **Kill the bastards.**
5. **Most important, KEEP THINGS MOVING.**

How does all this work? Here's an example:

GM: Okay, you're walking down the gulley, there are moderately steep slopes to either side, you're walking along the left-hand slope. The center of a gulley is a dry steam-bed, covered with jumbled rocks and occasional pools of stagnant water. The only vegetation appears to be a few dried-out bushes and some weeds. Suddenly, over the left ridge — the same slope you're walking along — comes a strange, ululating sound. Fred — what do you do?

Fred: Huh? What does "ululating" mean?

GM: Hooting and hollering. What do you do?

Fred: Well... (long thoughtful pause)

GM: Right, Fred. And you, Martha?

Martha: I try to identify the sound and where it's coming from.

GM: George?

George: I pull my laser and run for one of the rocks in the stream bed. I want to hide behind it and peer out at the slope.

GM: Okay. George makes it behind the rock. Martha, you think it sounds like humans, yelling something incomprehensible. Fred, you stand there. Six guys with spears and loincloths come running over the ridge and toward you. Fred?

Fred: What do these guys look like?

GM: Martha?

Martha: I pull a grenade and throw it at them, then run for the rocks.

GM: George?

George: I cover Martha.

GM: Okay, Fred, they look like savages with spears and loincloths. Their hair is matted. They haven't bathed in weeks. They look big and nasty. One of them is about to stick a spear in you. Martha, roll 1D100. Oops, your grenade hits the hill and begins rolling back down it. It rolls in front of Fred. George, you see one of them throwing a spear at Martha, so you fire at him. Roll 1D100. Ah, you hit him. Let's check the chart... (GM rolls 1D100). Hmm, he goes down like a pole-axed steer. Fred?

Fred: Hey, wait a minute, this is going too...

GM: Martha?

Martha: Fred is obviously a traitor — he's talking to the communists. I shoot him.

GM: (Laughing) George?

George: I shoot another one of the savages.

Fred: Hey, look you guys...

GM: Okay, the grenade explodes. Two savages go down. Fred takes some shrapnel. The savage sticks a spear in Fred, then falls down. Martha shoots Fred. Fred is shredded, speared, and laser-burned; he's dead. George's shot misses. There are three savages still standing. Martha, you've reached the rocks and are hiding behind one, like George.

Fred: Okay, okay. I guess it's time to activate another clone.

GM: Sure enough. The Computer will get right on it, as soon as Martha and George get a chance to make their report. Back to the action. The remaining three savages begin running away. Suddenly, from up the streambed, you hear the sound of rushing water...

13.10 CLONE REPLACEMENT

13.10.1 Activating a Clone Replacement

When a player character dies during an adventure, a clone replacement cannot be activated until The Computer is aware of the character's death. Normally the death might be

reported by another Troubleshooter or loyal citizen. Failure to report such information immediately is a serious, treasonous act. The Computer may also discover that a character has died by monitoring communications or surveillance devices or by questioning its remote robot agents.

Regardless of the manner in which The Computer learns of the Troubleshooter character's death, it will immediately contact and activate a member of the deceased character's clone family (if any yet remain). Wherever practical, the clone will be immediately briefed and transported to the mission group as a replacement for the dead Troubleshooter. If transportation is not immediately available, or if the mission group is in an inaccessible area, the replacement clone will be transported to the mission group at the first opportunity.

13.10.2 Preparing a Clone Replacement

The gamemaster must prepare the clone replacement before the player can re-enter the adventure action. Until the replacement can plausibly reach the party, there is no hurry. However, at some point, the gamemaster should call for a recess in the session, step aside from the game group, and prepare the clone replacement.

To prepare the clone replacement, take the character sheet of the deceased character and a blank character sheet.

The clone's primary and secondary attributes, security clearance, service group, secret society, secret society rank, and mutant powers are identical to those of the deceased character.

The clone's commendation, treason, and secret society points are identical to those of the deceased character. (*Exception:* If the character is deceased as a result of being executed for treason, his treason points should be reduced by 1D10; otherwise, the clone would be immediately executed as soon as he was activated.)

The clone's credits, equipment, skills, and weapons may be different: in general, they should be more limited than those of the deceased character. (After all, the clone has been working in a desk job or routine service position while the recently-deceased character has been risking his life as a front-line Troubleshooter.)

The gamemaster has complete discretion about how much he limits the credits, equipment, skill, and weapons of the replacement clone. The following guidelines are suggested:

1. Each successive clone in a clone family should be proportionally more limited than the previous clone. For example:

Clone Two: approximately 10% more limited
Clone Three: approximately 20% more limited
Clone Four: approximately 30% more limited
Clone Five: approximately 40% more limited
Clone Six: approximately 50% more limited

2. The replacement clone's skills should be substantially similar to those of the deceased character, with a few additions and/or deletions to give the clone a distinctive identity. (For example, the replacement clone may have specialized more in vehicle maintenance than weapon use, and he may have had no need for Hostile Environment skills in his desk job.)

3. For simplicity's sake, assume that the clone has the same Self-Improvement skills the deceased character had; otherwise it will be necessary to refigure the clone's attributes rather than copy them directly from the dead character's sheet.

4. A clone automatically begins with 50 credits of his own. He is also entitled to share the legal possessions and credits of the deceased clone relative with the other surviving members of the clone family. For example, if a clone replacement is the third clone in a family (say, David-R-URK-3), then he must share the legal possessions and credits of the deceased (David-R-URK-2) with the rest of the surviving clone family (David-R-URK-4, David-R-URK-5, and David-R-URK-6).

5. A clone may sometimes know about and lay claim to a portion of any hidden possessions or credits of the deceased character. This is at the gamemaster's discretion, but it is suggested that there be an 80% chance that a clone is unaware of any illegal possessions or credits of a deceased clone relative. Further, the risk of retrieving the illegal possessions or credits should be quite discouraging to the clone. (Retrieving the illegal possessions may be run as an adventure at a later date.)

Note: Guidelines 4 and 5 presume that the body and personal effects of the deceased character have been retrieved by loyal citizens or servants of The Computer. If the body and personal effects have been lost, or the body looted by enterprising citizens, or if certain items have been confiscated by, The Computer,or if the victim was vaporized, the clone replacement cannot benefit from the estate of the deceased.

6. A clone earns points from the moment he joins a mission. He is not entitled to the points or other rewards earned in the current adventure by his late clone relative.

13.10.3 Returning a Clone Replacement To The Action

The gamemaster's objective is to return the player to game action as quickly as possible. A player with a dead character is just a spectator, which is nowhere near as much fun as playing ***Paranoia***. It won't hurt to give the player a little time to agonize over the demise of his character, but remember that he came to play ***Paranoia,*** not to watch.

If the adventure is taking place within Alpha Complex, it should be no more than a matter of 15-30 minutes before a clone replacement can be united with the party that grieves for the loss of one of its members. If the adventure is in the Outdoors, or beneath the ocean, or on an Earth-orbit satellite, delivery may be somewhat less swift. Remember, The Computer is eager for the success of the mission, and it will not permit the mission to fail because the mission group is understaffed.

On the other hand, don't introduce the clone replacement until it suits your fancy. Perhaps the party should struggle along understrength for a while. Perhaps the player should cool his heels for a bit as he maintains a decent period of mourning for the deceased character.

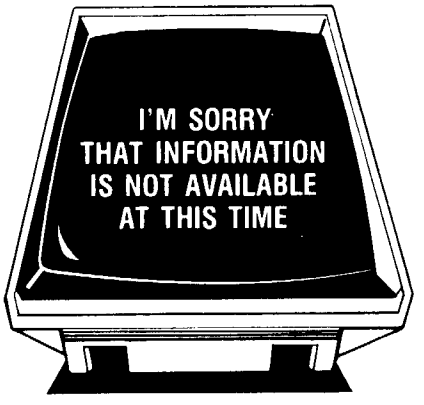
Be unpredictable. Be capricious. This is ***Paranoia***. You never know what to expect from The Computer.

Perhaps the clone was mistakenly routed to the food vats.

Or perhaps someone is sabotaging communications back at Troubleshooter headquarters.

Or maybe the flybot delivering the clone has developed a guidance malfunction and is diligently trying to educate the clone in dental hygiene as it streaks across the tundra toward the North Pole.

You never can tell.



The following information has just been released for security clearance ULTRAVIOLET. Treasonous allegations that this information was omitted through oversight will (needless to say) create great displeasure with The Computer.

13.7.9 Flame Weapons

A hand flamer has 5 uses and a flamethrower has 20 uses before reloading is necessary.

14. NON-COMBAT PERILS

14.1 Execution of Traitors

When a character accumulates 10 more treason points than commendation points, The Computer makes a public announcement that the character has been declared a traitor and an enemy of the state. Thereafter any citizen who captures or executes the traitor receives commendations 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 the charge of treason. A detailed description of the traitor, his recent activities, and where he is likely to be found is broadcast via com unit to all on-duty Internal Security agents. At the same time, a public 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 to subdue the traitor or to protect the lives of other citizens.

Troubleshooters do not necessarily receive notice of every citizen who is declared a traitor, but occasionally Troubleshooters will be assigned to assist Internal Security in apprehending a particularly cunning and dangerous traitor.

In many cases a player character's treason will come to light during a post-mission debriefing, when all the character's are together making their reports to The Computer. After The Computer has reviewed the reports and evidence supporting a charge of treason, a Troubleshooter may be immediately declared a traitor. This normally precipitates a sudden gun battle in the de-briefing room, with each player character eager to receive credit for gunning down the traitor. Whenever possible, however, The Computer will attempt to trick the traitor into surrendering peacefully under the guise of a private conference. Once the traitor is alone, Internal Security agents 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 gun battle with the other player characters (which normally means killing all of them) or the private conference, The Computer knows right where to find him, and he can be sure that platoons of Internal Security goons will be on his trail in minutes. The proper etiquette in such a situation is go down fighting, shouting secret society slogans and defiantly mocking the 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 a player character reports a treasonous act to The Computer, The Computer may immediately declare the traitor for execution.) In this case, the character may succeed in escaping if he acts decisively and effectively (and if he is lucky).

Sadly, even if the traitor escapes, the player can no longer play that character as a Troubleshooter for The Computer. A 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 employ him as an NPC in future adventures.

However, so 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, and a clone is activated to replace the traitor, the newly-activated clone will receive a bonus of ½ the number of secret society points necessary to advance to a higher status level in the secret society. This simulates the increased status that attends being the clone of a traitor who has escaped The Computer.

2. If the escaped traitor has any illegal credits or possessions, the new clone will know of them and be able to retrieve them **if they are hidden inside Alpha Complex.**

3. The clone may someday be fortunate enough to receive help from his escaped clone relative, who is presumed to have joined the Resistence in the Outside or somewhere in hidden or abandoned sections of Alpha Complex.

4. If there are no surviving members of the escaped traitor's clone family, the player may, at his option, elect to give the new character the same secret society as the recently-escaped traitor. The new character may then take the escaped traitor as his hero and role-model. The new character begins at the second status level in the secret society, and the escaped traitor will know the name and identity of his fan, and may perhaps adopt him as a protege.

(14.2) Insanity Clause (as in "Don't you believe insanity clause?")

A Troubleshooter must be able to live with circumstances that would drive most humans crazy. However, even Troubleshooters reach the limits of their endurance at times, and they slip off into the Wonderful World of Mental Illness.

14.2.1 When to Make an Insanity Check

Whenever a Troubleshooter (or other citizen) encounters the following circumstances, he should make an Insanity Check:

- overwhelming insecurity (i.e. , when one discovers that everyone is out to get you)
- shock upon encountering the unimaginable, alien, or incredible (when leaving Alpha Complex for the first time to discover that the Outside has no temperature control)
- unbearable stress (i.e., when struggling futilely to remove a plasma generator back-pack as the malfunction buzzer screams in your ear)
- despair (i.e., when the flybot, in response to your request for a time of arrival, asks if you want the period stated in decades or centuries)

Obviously, the above circumstances are simply routine in ***Paranoia,*** and if you checked for insanity every time a character was confronted with one of these situations, that is all you'd end up doing. Restrain yourself. Save insanity rolls for truly extreme cases. The following guidelines are suggested:

1. No more than one insanity check per character per adventure. (After the first shock, the character will be comfortably numb to succeeding shocks.) Many adventures will not even produce a single occasion for an insanity roll.

2. Make insanity checks only for circumstances that are truly unique or overwhelming — once-in-a-lifetime events.

3. The event should take the character completely by surprise to qualify as an insanity-producing event.

4. If insanity is used too often, the players will resent your interfering with their control over their characters. They are usually all too happy to have their characters act in crazy ways, even without your prompting, but your *requiring* them to act crazy can take the fun out of it. Use it, but don't abuse it.

14.2.2 How to Make an Insanity Check

The player makes an attribute check against his power index.

The seriousness of the circumstances determine how difficult the attribute check should be, but, as a rule of thumb, no insanity check should be more than "difficult" unless it is truly awe-inspiring.

If the attribute check is successful, the character weathers his mental crisis and suffers no ill effects. If he fails the check, roll on the Insanity Effects Table, **14.2.3** to determine the scale of his mental disorder.

14.2.3 Insanity Effects Table (see charts and tables)

14.2.4 Insanity Table Results (see charts and tables)

14.2.5 Recovery from Insanity

Recovery from "stunned" or "anxiety attack" is automatic, since the condition is only temporary. "Paranoia/Personality Disorder" and "Whacko" persist until treated. Fortunately, Alpha Complex has excellent facilities for the treatment of insane Troubleshooters. In fact, The Computer has some fairly enlightened ideas about mental health. If the character gets back to Alpha Complex in one piece, he will get pumped full of drugs and given plenty of Computer therapy; the character will be cured in time for the next adventure.

Optional Rule: The character is completely cured... except for this little quirk....

The character retains a minor but permanent mental disorder even after successful drug-and-therapy session. Maybe a nervous tick in his eye. Or a fear of darkness. Or a funny habit of whistling "Born Free" in odd circumstances. The exact nature of the maladjustment is up to the gamemaster.

14.3 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."

We wanted you to know what happens to a character when he has an accident, so we made a nice chart. We cheerfully admit that we haven't tested it out to see whether it is realistic. We couldn't get hold of any supersonic aircraft (or any volunteers who wanted to ride one into the ground). So you'll have to make do with this chart. Or you can experiment on your own and make up your own chart. Maybe you can get some neighborhood urchin to jump off a small cliff and see what happens. Let us know how it comes out.

Accidents will happen.

14.3.1 Vehicular Accidents and Falling From Great Heights (see charts and tables)

14.4 DROWNING and ASPHYXIATION (and SWIMMING)

A character who is surprised and unable to hold his breath when immersed in water will die within 1D10 +1 rounds if he cannot breathe. If the character has had time to prepare himself, he can hold his breath for at least a number of rounds equal to his endurance attribute. To hold his breath longer, he must make an easy endurance attribute check each round thereafter. If he fails the check, he inhales water and will die in 1D10 +1 rounds unless he is rescued. If he passes the check, he can hold his breath another round. For every 10 full rounds which have passed in this manner, the attribute check is increased by one level of difficulty.

Swimming is a skill not taught in Alpha Complex. What a ***Paranoia*** character does in water over his head is called "delaying drowning." The Character may make a difficult endurance attribute check to keep his head above water. This does not include moving in any direction. If nobody rescues the character, he will drown.

The gamemaster may introduce a swimming skill at his discretion. Native cultures in the Outdoors will certainly have the skill, and may be able to teach it to a Troubleshooter. Of course, the skill would be treasonous, since it would have to have been taught by an Outsider, and all Outsiders are Commies.

14.5 HUNGER, EXPOSURE, and THIRST

Alpha Complex citizens are used to three substantial meals a day. For each meal a character misses, he temporarily loses 1 point of endurance. These points can be regained at a rate of up to 1 point per normal meal (therefore, at a maximum rate of 3 points per day under optimal circumstances). If a character's endurance drops to 0 under these circumstances, he has starved to death.

If it is real hot, a character can get his brain cooked. He makes an endurance attribute check (with difficulty depending on how hot it is). If he fails the check, he becomes delirious and will die within 1D10 +4 hours unless he receives treatment as if he were "wounded."

If it is real cold, a character could get hypothermia. He makes an endurance attribute check (with difficulty depending on how cold it is and how poorly the character is dressed). If he fails the check, over a period of 1D10 hours his ability to think straight begins to gradually diminish until he lapses into a coma and dies within an hour thereafter. If caught before he goes into a coma, he can be treated simply by being returned to a normal human environment. If he has lapsed into a coma, he will require medical treatment within the hour as though he were "incapacitated," or he will die.

If a character doesn't get enough fluids, he can get dehydrated and die of thirst. A character can go without water for 24 hours without penalty. Thereafter he must make endurance attribute rolls each 12 hours or pass out.

First 12 hours — very easy attribute check
Second 12 hours — easy attribute check
Third 12 hours — difficult attribute check
Fourth 12 hours — very difficult attribute check
Fifth 12 hours — outrageous attribute check

If he is not rescued (given water) within the following 12 hours after he passes out, he dies of thirst.

14.6 DISEASE AND OLD AGE

If the gamemaster wants a character to get a disease, he should name the disease (Colliewobbles, for example) and make it equivalent to either a wound or incapacitation for recovery purposes. **Note:** Most diseases do not provide immediate results, like limbs falling off or something.

Old age is not a problem experienced by many Troubleshooters. If you feel a character is getting too old, be direct, and assassinate him. It is generally more dramatic than running sessions in geriatric settings.

15. MUTANT POWERS

Some mutant powers are perfectly natural developments of the body's natural mental and biological abilities. For example, Advanced Hearing falls into this category. Other mutant powers are psionic in nature. These powers require the expenditure of psionic energy by the user.

One of a character's attributes is his power index, which is a measure of the amount of psionic energy a character has. Each time a character uses a mutant power of a psionic nature, he expends 1 or more power points. Each power description states whether the power is biological or mental (and therefore does not drain power) or the power is psionic. If the power is psionic, power points are drained with each use.

The player must keep a running total of his remaining available power points. The maximum number of power points which a character may possess at any time is his power index. Once a character has spent as many power points as his power index, he may not use any mutant power which requires power points until his power points have regenerated. If for some reason a character attempts to spend more power points than he has available, he fails to perform the feat he was attempting, and he passes out from overexertion for 1D10 minutes.

Power points are regenerated at the rate of 1 point per hour of sleep. Since the regeneration of power points is dependent on dream sleep, this sleep period must be peaceful, undisturbed, and of a relatively long duration. For example, a character with a power index of 8 has expended all his power points in a particularly grueling adventure. If he sleeps for eight hours he should again have 8 power points available for use. On the other hand, if he is sleeping in the wilderness, where he is disturbed by wild creatures and foul weather, he may not regenerate all his power points.

The judgement whether the sleep period has been peaceful enough to permit full recovery of power points is completely at the gamemaster's discretion, as is the decision of how many power points are regained if the character's sleep is disturbed. Since the power index is the maximum number of power points a character may possess, sleep cannot regenerate power points to a greater total than that character's power index.

Note: Unconscious is equivalent to asleep for the purposes of regaining power points, so you can just bop a citizen over the head to ensure that his points regenerate.

Power index can also be used as a measure of the strength of a given mutation. Whenever there is a question as to whether the mutant power is strong enough to perform a given action, the gamemaster may make an attribute check of appropriate difficulty to determine if the power is effective. For example, a character wants to use his Advanced Hearing to listen in on a conversation in a crowded, busy room. It is not clear whether the character could pick out meaningful sounds from the background noise. The gamemaster makes an attribute check on the character's power index to determine whether the character is successful or not.

Note: An attribute check for a psionic power should be based on the character's *current* number of power points, rather than on the original power index, since psionic energy is drained when psionic powers are used, and a character's powers would presumably become weaker as his power source became exhausted.

15.1 Normal Mutant Power Descriptions

15.1.1 Advanced Hearing (biological)

Allows character to hear any sound within 50 meters when he concentrates. This includes slight sounds (such as a laser pistol being drawn). However, the hearer must be concentrating in order to use his advanced hearing: otherwise he hears sounds as a normal human being. The skill may also be used as "directional hearing"; in this case, the character may hear sounds at a normal conversational volume which are at a particular point up to a kilometer away. He concentrates on listening at the point he chooses; he can then hear sounds in a small area (within 2 meters) of the point on which he concentrating.

15.1.2 Advanced Vision (biological)

Allows the character to see great distances and into the infrared. Any object which is hotter than its surroundings emits infrared radiation, and will appear as a deep red glow; the hotter it is, the brighter it will glow. Generally, shapes are difficult to make out in the infrared, but infrared vision is useful for detecting living beings at night.

The character may also see objects with great detail up to 5 kilometers away. This vision should be treated as roughly equivalent to x10 binoculars.

15.1.3 Advanced Touch (biological)

This power gives the character extremely sensitive touch. This may often allow him to identify objects by feel; e.g., he might be able to tell what kind of metal an object is made of simply by its feel. Extreme sensitivity of touch also helps the character to learn skills which rely on touch and manual dexterity; the character's base percentage with any of the following skills is increased by 5%: repair or maintenance skills, forgery, and interrogation.

15.1.4 Advanced Taste (biological)

If the character has tasted a substance, he can identify the presence of that substance in anything he puts in his mouth, even if it is only present in minute quantities. This is useful in detecting poinsons, among other things. The character will also be able to identify substances with which he is not familiar as something with which he is not familiar. Thus, if he is given poisoned food or liquid, he will be able to note that the substance contains an unfamiliar substance, even if he cannot specifically identify the poison.

15.1.5 Advanced Smell (biological)

If the character is familiar with the smell of a substance, he can identify its odor (even if very faint) at a distance of up to 50 meters. This includes identification of human beings at this distance. As with advanced hearing, the character must concentrate carefully in order to use this ability. If standing within 3 meters of another human, he will be able to detect basic, primitive emotions which stimulate the production of various types of scent — e.g., lust, fear, etc. Advanced smell also give the character a 5% bonus with tracking skill.

15.1.6 Superior Strength (increased attribute - biological)

15.1.7 Superior Agility (increased attribute - biological)

15.1.8 Superior Endurance (increased attribute - biological)

15.1.9 Superior Mechanical Aptitude (increased attribute - mental)

15.1.10 Superior Manual Dexterity (increased attribute - biological)

15.1.11 Superior Moxie (increased attribute - mental)

15.1.12 Superior Chutzpah (increased attribute - mental)

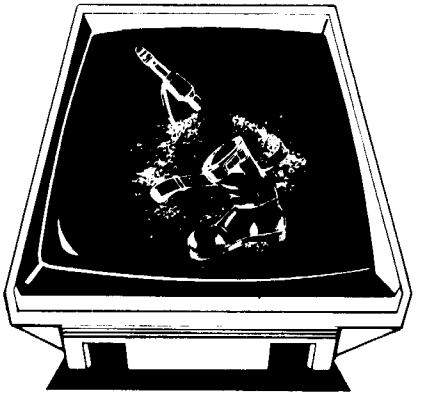
15.1.13 Superior Power Index (increased attribute - biological: other mutant powers required)

Re 15.1.6 through 15.1.13 above:

An increased attribute mutant power simply increases the appropriate characteristic by 1D10 points. The player rolls the die (under gamemaster supervision, of course) and adds the number rolled to the attribute on the character sheet. Secondary attributes may be affected by this increase.

15.1.14 Regeneration (biological)

The regeneration power involves accelerated healing. if the character is wounded, he makes a recovery roll every hour (instead of the normal recovery roll once every day), and he automatically recovers within 24 hours. If the character is incapacitated, he does not need medical care to survive (that is, he doesn't have to make an hourly check against his endurance to avoid death). Further, a character with this mutation will automatically recover to "wounded" status within 24 hours, and then recover to normal in another 24 hours. Regeneration from "wounded" to normal status costs 5 power points. Recovery from "incapacitated" to "wounded" status costs 10 points.



15.1.15 Chameleon (biological)

The character has the ability to control his skin pigments, permitting him to alter his skin color over his entire body. With this mutation one can become almost invisible to a casual observer, particularly in poor light, in cluttered interiors, and in the Outdoors. Aimed weapon fire at a character using this mutation has a −10% modifier, since the character blends in well with the background. This also gives a +20% bonus to hunting, fishing and gathering skill and stealth skill. One drawback is that one has to be naked to effectively employ this power.

15.1.16 Telepathic Sense (psionic)

This permits a character to read the surface thoughts of another human. The character must concentrate to use this skill, and the subject has to be in line of sight. This skill is notoriously unreliable; each time it is used, the gamemaster should make a difficult attribute roll against the character's power index. If the roll is successful, the character will get a fairly clear insight into the thoughts and emotions of the subject. If the roll fails, the character still receives mental images and impressions, but they may be terribly garbled and unintelligible, or they may be the thoughts of another human in the vicinity. This mutation is potentially very powerful, and destructive of the atmosphere of fear and ignorance you want to maintain, so make the players nervous about relying too much on this power. For each minute that the character listens into the thoughts of another, it costs 1 power point. It also costs 1 power point to change from one subject to another. A character cannot listen to the thoughts of more than one person at a time, and he cannot change subjects (that is, step into another's mind and make sense out of the jumble of perceptions) in less than a minute.

15.1.17 Mental Block (psionic)

This mutation permits a character to recognize when someone is trying to read or tamper with his thoughts. This also permits the character to raise and hold a mental block which will prevent access to his mind. Recognition that someone is reading or tampering with the mind is automatic and costs no power points. Holding the mental block costs 1 power point per minute. If the character wishes, he need not reveal that he is aware of the intruding influence. However, the mutation gives no information about who or what is trying to gain access to the mind.

15.1.18 Combat Mind (mental)

A character with this mutation always surprises his opponent in combat, impulsively attacking before his opponent realizes he is being attacked. This can be a great advantage in combat, but it can also be a liability. The gamemaster makes an attribute check against power index each time the character confronts a potential opponent. If the check is successful, the character gets the surprise benefit if he wants it, but he does not have to attack. If the check is unsuccessful, the combat mind character attacks instinctively, gaining surprise, but losing the ability to restrain himself from attacking.

Alternative rule: If you feel that automatic surprise is too powerful an advantage, use the following option. Combat is normally simultaneous, but combat mind characters attack and the effects of those attacks are resolved before other characters may attack in a given round.

15.1.19 Empathy (mental)

This character is unusually observant and sensitive to the emotions of others. If the emotions are sharp and exaggerated, they can be read in great detail. If the emotions are vague and indifferent, they can only be read as a haze of feelings. This skill can be used on individuals, or the character can try to sense the emotional state of a crowd of people. Attempting empathy with a crowd is less accurate and reliable that attempting empathy with an individual. An empath also runs the risk of getting caught up in the emotions of a crowd. The gamemaster makes an attribute check against the character's power index. If the check is unsuccessful, the character has become caught up in the mood of the crowd. The gamemaster should take this character aside, explain what the mood of the crowd is, and require the player to play his new role in the mob.

A character with empathy receives a +5% bonus with all communication skills.

15.1.20 Minor Telekinesis (psionic)

This permits a character to lift 100 grams of material using telekinesis. The object must be in sight of the character, and it must be manipulated as though it were being handled with an invisible, indefinitely extensible human arm. That is, it can be thrown, caught, twirled, twisted, or dropped, just as though it were being handled by a human arm. This costs 1 power point per minute of telekinesis.

With special exertion, a character can move a kilogram of material in the same way, but at a greater expenditure of psionic energy and with less reliability. It costs 1D10 power points just to try to lift the object. The gamemaster makes an attribute check against the character's power index (count the power index as measured before the expenditure of points to power the attempt). If the check is successful, the object can be moved and manipulated for one minute. For each minute thereafter, he must make another attribute check and expend 1D10 power points. If the check is unsuccessful, the object doesn't move. In either case, the power points are expended. If the character fails, but has the sufficient power points left, he may make multiple attempts.

15.1.21 Precognition (psionic)

The character has an imprecise and limited ability to see into the future. This usually takes the form of a conviction of the "rightness" or "wrongness" about an action, or a sense of danger or reward in a certain circumstance.

(Metaphysical Note: The future is not rigidly determined — intelligent, self-aware beings may always change the course of the future. This sense is deeply connected to the unconscious and subconscious mind of the character, and it may occasionally suggest "rightness" or "wrongness" in ways that are difficult for the conscious mind to interpret. For example, a character with a death wish might consider crawling down a missile launch tube a "rightness." Each character will have to learn to interpret the ambiguous message of his precognition as best he can.)

Each use of this mutant power costs 2 power points when used consciously and purposely by the character. In addition, this power sometimes triggers itself spontaneously in situations of grave potential danger. The gamemaster makes an attribute check against the character's power index. If the check is successful, 1D10 power points are expended and the character is warned of imminent danger. If the check is unsuccessful, no power points are expended and the character is cheerfully ignorant of his peril.

15.1.22 Magnetosense (biological)

The character can sense electromagnetic fluxes of all kinds. Within 15 meters of a robot

or other electronic or electromechanical device, he will sense its presence unless it is heavily shielded. He may also be able to sense radio, microwave, or other electromagnetic signals if they are of sufficient strength, though he will not be able to read any message carried by these signals. (Make an attribute check against power index to see if these signals are sensed.) He will be able to sense when a laser or other electronic weapon has been fired within line of sight and within 500 meters. He will also be able to tell if an electronic or electromagnetic artifact is "active" or "dead." To do any of these things, the player must announce to the gamemaster that he attempting to sense electromagnetic emanations. The gamemaster will then tell the player what his character senses.

15.1.23 Mechanical Intuition (mental)

This power enables a character to guess the basic operating and design principles of an unfamiliar mechanical device just by examining it. This is most valuable when dealing with unusual devices discovered on expeditions, but may also be helpful when unfamiliar equipment and experimental devices are assigned to a party for a mission. The character must examine the device for 3D10 minutes before he gains an insight into it. Then the gamemaster makes an attribute check against the character's power index. If the check is successful, the character learns the basic operational and design principles of the device. If the check fails, the character believes that he has understood the device, but his information will be slightly incomplete or inaccurate. For example, a character discovering an ancient soldering gun in the ruins of an Old Reckoning homestead might guess that it is a primitive type of portable heat weapon. Or he might find the rusted remnants of a subcompact car and guess that it was a form of armored attack vehicle.

15.1.24 Charm (biological)

Glands in the character's skin produce a pheromone-like substance that causes other humans to admire and trust the character. Unforunately, these pheromone-like substances also cause the character to admire and trust other humans. The net result is usually the sort of mellow haze of fraternal comaraderie associated with the Marin County, California culture of the Old Reckoning. However, since the character is aware that chemicals are conditioning this response, he has some ability to resist its effects and exploit the general good feelings for his own selfish ends. The gamemaster makes an attribute check on power index for the character. If the check is successful, the character can resist his own charm and exploit the good feelings of the other victims. If the check is unsuccessful, the character is equally at the mercy of the exploitative impulses of the other victims.

The area of effect varies according to the environment. Indoors in enclosed spaces the power affects a more or less spherical area of up to five meters. The effect lasts for about five minutes. The area of effect and duration is much more unreliable in open areas or in the outdoors. Depending on the air currents or wind, the five-meter sphere of effect may be downwind of the character, and may move constantly, dissipating slowly or rapidly according to the turbulence of the air. As a guideline, in anything more than a gentle breeze, the effect has a maximum duration of less than a minute. In still air or a gentle breeze, the effect may last up to the full five minutes. Be guided by common sense and impish good humor in judging the duration and area of effect.

When used on NPCs, this power gives a +25% chance to all communication skills and to the bribery and motivation skills.

The greatest risk in the use of this power is that the victims invariably return to normal after the effect wears off. They remember their behavior during the period of effect, and are often suspicious that they have been tampered with. There is therefore a great risk of revealing the possession of this power if it is used repeatedly on any subject, particularly if it is used on members of a player character party.

When the power is used on player characters (either by a player character or by an NPC), the gamemaster should prepare a note for each of the player characters, explaining that they feel inexplicably friendly and cooperative, and that they should role-play this emotion until further notice. No hint should be given about the source of the feeling. When the effect has dissipated, they should be given notice that their feelings have returned to normal.

This power can only be used once a day with any reliability. If the character can pass a difficult attribute check on his power index, he can use the power again, but once he has failed an attribute check, he definitely cannot use the power again that day.

15.2 EXTRAORDINARY MUTANT POWER DESCRIPTIONS

15.2.1 Luck (Psionic)

The character is able to affect the probability of a given event. For each power point spent, the character can influence one die roll made by the gamemaster in the following manner:

1D10: +/−2 points
2D10: +/−4 points
1D100: +/−20 points

More than one point can be spent on a single roll, permitting a cumulative effect. (For example, spending 2 power points would permit the character; to influence a 1D100 roll by +/−40 points.)

To use this power, the character gives a note to the gamemaster explaining what die roll he wishes to influence, how many power points he wants to spend, and whether he wishes to add or subtract points from the rolled total. This power can only be used on the gamemaster's concealed die rolls, and must be announced by note before the gamemaster makes the roll.

Optional Rule: In accordance with the Law of Compensation, this unbalancing of good fortune in the character's favor is only temporary. The gamemaster makes a note of the number of points by which the die roll is changed. Thereafter, every time a die roll of equivalent magnitude (eg: 1D10, 2D10, 1D100, etc). is made for that character, there is 10% chance that the Law of Compensation will re-establish itself, and the character will experience an equal and opposite luck reaction.

For example, a character is climbing a mountain and is forced to make a very difficult move to pass a critical obstacle. He may spend 3 power points to alter the dice roll by up to 60%, insuring that he will succeed in the move and will survive to tell about it. Thereafter, however, every time the gamemaster makes a 1D100 skill or combat roll, he will also roll 1D100 to see if the character's luck balance re-establishes itself (10% chance). Later in the adventure the character is using his orienteering skill. The gamemaster checks to see if the Balance of Fortune swings the other way. 02! The gamemaster secretly applies a 60-point penalty to the character's orienteering roll. The character is completely lost. The Cosmic Balance is re-established.

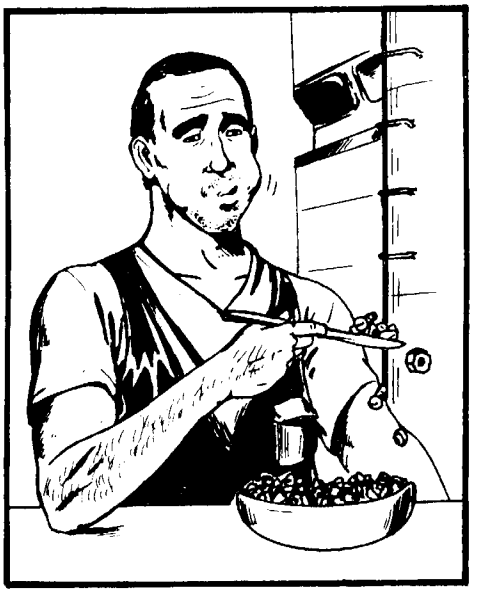
15.2.2 Lung/Gill Adaptation (biological)

This gives the character the ability to breathe normally underwater. The altered breathing organs are internal and not obviously mutated without a careful medical examination.

15.2.3 Matter-Eater (biological)

This character has established a symbiotic relationship with mutant bacteria in his digestive tract. These bacteria let the character metabolize practically any organic material — grass, wood, compost, and so on — and get nutrition from it as though it were a normal food.

If he eats a poisonous substance, the gamemaster makes a difficult attribute check on the character's power index. If the check is successful, the poison is neutralized by the bacteria. If the check is unsuccessful, the poison affects the character normally.



A hurried worker bolting his food.

15.2.4 Polymorphism (biological)

The character may alter his facial expression and general appearance. He may alter his height by up to three inches. (This is done by

shifting the musculature and posture; the bone structure itself is not actually changed.)

The result is that the character can readily change his appearance. He can also appear like another character, though the following characteristics cannot be altered: height (more than three inches), mass (although the character may appear heavier or lighter), and skin color. The apparent sex of the character can be disguised to a casual observer, but a cursory examination would reveal the imposture. By changing the structure of his voice box, he may also make his voice deeper or higher, though he still may be identified by other characters through vocabulary and style of expression. Changing oneself requires about a minute.

To mimic the appearance of another, the character must have studied the other character (in person or through photographs) and must have a mirror in which to study his own transformation. The gamemaster should assess the difficulty of matching the features of the other character (extremely easy, easy, difficult, very difficult, or outrageous) and make an appropriate attribute check against the character's power index. If the check is successful, the mimicry is good. If the check is not successful, the mimicry is flawed in some way not obvious to the character.

To decide whether another character is fooled by the mimicry, make an appropriate attribute check against moxie for the character viewing the mimic. If the mimicry is flawed, the attribute check should be either very easy or easy, according to circumstances. If the check is successful, the mimicry does not fool the character. If the check is unsuccessful, the character does not recognize the imposter.

15.2.5 Adrenalin Control (biological)

This power permits the character to temporarily boost both his strength and endurance by 1D10+4 points. This effect lasts only for a minute. For this period all associated secondary attributes are also raised accordingly. At the end of this minute the character suffers the equivalent of a wound, from which he must recover, just like a normal wound. If he uses this power twice in succession without recovering from the first "wound", the second use causes the equivalent of incapacitation, from which he must recover as usual; the third use results in death.

15.2.6 Electroshock (biological)

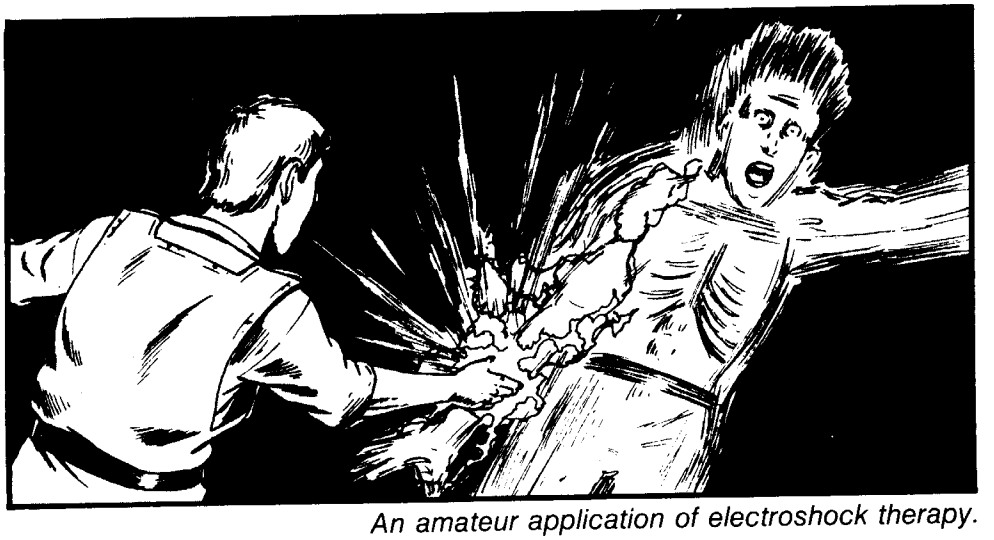
The character himself is extremely resistant to electrical shocks (stungun shocks in particular) and can deliver electric shocks to others through bodily contact. The effect is equivalent to that of a stungun. Each use of this power costs 1D10 power points. To resist the effect of an electric shock (a stungun, for example), the character must pass an appropriate attribute check against his power index. Resisting a stungun shock is an easy attribute check. Resisting a shock from a high tension wire would be a very difficult attribute check.

15.2.7 Suspended Animation (mental)

The character can voluntarily slow his metabolism down to a point just short of death. In this state he requires no food or water for extended periods of time, he uses very little oxygen, and he can withstand exposure to high and low temperatures that would normally cause death. While in this state recovery from wounds and injuries proceeds at a normal rate. An incapacitated person who enters this state need not make endurance rolls to see if he dies. He may remain in this state until he can be given proper medical treatment.

The player must specify the duration of the trance before the character goes into suspended animation. For the duration of the trance the character cannot awaken voluntarily, nor can he be awakened by any outside stimulus. He can remain in this state for five days with no ill effects, and may remain in this state for longer at some risk. After five days, the character must pass a difficult attribute check against his power index each day or wake involuntarily. Once awakened from suspended animation, the character cannot safely return to suspended animation until he has remained at normal metabolism for as many days as he had spent in suspended animation.

If, for some reason, he must return to suspended animation without remaining at normal metabolism for the required time period, he must then make a difficult attribute check for each extra day he stays in suspended animation. If he fails this check, he slips into coma, and cannot voluntarily wake from the suspended animation state. The character will die within 1D10 days, and he can only be revived and returned to normal by 4D10 days of professional medical care.



An amateur application of electroshock therapy.

15.2.8 Number Cruncher (mental)

The character can quickly reduce problems to equations and solve them in terms of probabilities. The accuracy of his calculations is dependent on the quality and quantity of his data. This permits the character to have a better-than-normal understanding of the probability of success for a given action.

On a note to the gamemaster, the character should specify the problem the character is analyzing. The gamemaster should judge how difficult the problem is to analyze (taking into account how well-informed or ignorant the character is) and make an appropriate attribute check against the character's power index. If the check is successful, the gamemaster should give the character a fairly accurate estimate of the chances that the action will be successful.

If the check is unsuccessful, the character should either be told that his ability has drawn a blank, or he may be given an inaccurate estimate of the chances of success for the given problem. If he is given an inaccurate estimate, it should be exaggerated enough that the character suspects that his ability has failed him. For example, the character wants to know his chances of jumping down a 45-foot cliff without killing himself.

His attribute check fails, and the gamemaster tells him that he has no chance of being killed. The character should be suspicious. I would be.

15.2.9 Eidetic Memory (mental)

The character has an unusually good memory. The character should submit a question about something he believes his character might remember. The gamemaster then judges how difficult it would be to remember the requested information and assesses an appropriate attribute check against the character's power index. For a character with this skill, remembering the name of another character would be a very easy task, while accurately recalling a map only glimpsed once would be only a difficult task. Recalling the complete text of a manual would be a very difficult task.

If the attribute check fails, the character cannot remember the information, or he misremembers it. Frequently misremembered information will discourage a character from becoming too dependent on this power. If the information is misremembered, however, exaggerate its implausibility to give the player a fair chance.

15.2.10 Paralyzer (psionic)

The character can stun another human or creature into immobility for a limited time. The number of power points expended determines the duration of the effect — one round for each power point expended. During the period of effect the victim suffers as though he had been stunned in combat.

The stun can be delivered in two ways. If the character is in direct physical contact with the victim, the effect is automatic. If the character is within 2 meters of the victim, the character must make a difficult attribute check against his power index. If the check is successful, the victim is stunned. If the check is unsuccessful, the victim is completely unaffected.

15.2.11 Trance Teleport (psionic)

The character is capable of physically disappearing from one location and reappearing in another. The process expends all of a character's power points. The character may teleport only his own body plus any objects or

garments weighing up to ¼ of his own weight. The objects or garments must be in close proximity to the character's skin.

This mutation works both as a voluntary action and as an involuntary response.

As a voluntary action, the character must first visualize the location he wishes to teleport to. It may be either a location in line of sight or a location he knows intimately. Then the character must enter a trance. To do this he must pass an easy attribute check against his power index. When the character enters the trance, the power points are expended. (If the character fails the attribute check, he cannot teleport. No points are expended, and he cannot attempt to teleport again for 1D100 minutes.) He must then pass an easy attribute check against his power index (counted in this case as the total of power points he had before expending points for the trance teleport). If the check is successful, he teleports to his chosen destination. If the check fails, he teleports to a relatively safe destination within 500 meters of his original position. (The teleport ability is very hard on the body, and sometimes the mind subconsciously short-circuits the effort.)

As an involuntary response, the character automatically teleports from any situation that presents a real and immediate threat of death. This happens whether the player desires to teleport or not. No attribute check is necessary. All power points are expended, and the character is teleported to a relatively safe destination within 500 meters of his original position. In this case, the gamemaster acts as though he were the subconscious mind of the character. The reaction is instinctive, like flinching from a blow. **Caution:** Avoid using this too often. It may make the player feel like a helpless puppet. The proper use of this involuntary aspect of the teleport power should be under circumstances like:

The character turns the corner and finds himself facing two opponents with hand flamers. Tweedle...

The character is defusing a bomb. He hears the ominous click of the arming mechanism. Tweedle...

The character has managed to get the hoverbot to take off, but he cannot get it to make the canopy transparent. The instruments indicate a mountain range approaching. Tweedle...

(**Note:** This should be considered a rather capricious power. Perhaps the character does escape from the hoverbot — but retains his original velocity. Perhaps he teleports, without his clothes. If an object is not in direct physical contact with a character's skin, it might not teleport. Further the character may attempt to take heavy, otherwise immobile objects with him; he may well succeed — or he may leave behind *both* the objects *and* any surface-contacting skin.)

15.2.12 Levitation (psionic)

The character may rise into the air. He may levitate only his body plus garments and objects weighing up to ¼ of his weight. The garments and objects must be in close proximity to his skin. He may rise at a maximum of 2 meters per second. He may not move about voluntarily (though he may drift with the wind) — he may only rise or descend. He does not necessarily retain his balance (i.e. his stance while airborne). Levitation costs 1 power point per minute.

An overly - ambitious rising young mutant.

15.2.13 Telepathic Projection (psionic)

The character can project thoughts, images, and symbols into the mind of another character. He can also read the surface thoughts of another character as in the normal mutant power of telepathic sense (*see* **15.1.16**).

Reading the surface thoughts of others is done in the same way as with the telepathic sense mutant power. See the description of this power for details.

Projecting thoughts, images, and symbols into another character's mind costs 1 power point per minute of projection. This power is more reliable than the telepathic sense power; no attribute check is necessary for the power to work. The reliable range of the power is line of sight, but there is some chance that it will work under other conditions. Depending on how intimately the subject is known, telepathic projection may include the following ranges, whether the subject is in line of sight or not:

an acquaintance (includes most party members) — 1 km.
an intimate friend — 10 km.

To project to a person out of line of sight, the character must pass an easy attribute check against his power index. If the check is unsuccessful, the power is expended, the message is sent, but it doesn't reach the subject. Normally the projecting character has no way of knowing whether his message was received unless the subject acknowledges the message (verbally, non-verbally, or telepathically).

(15.2.14) Deep Probe (psionic)

The character can reach deep inside the mind of another character and extract information, whether the subject is willing or not. This power can be resisted by the mental block mutant power (*see* **15.1.7**). A character with this mutant power can also read the surface thoughts of another character as in the normal mutant power of telepathic sense. This process, unlike deep probe, does not alert the subject to the presence of the telepathic listener.

The deep probe power also permits the character to dig deep beneath the surface thoughts to memories and unconscious thoughts in the subject. This process cannot occur without the subject becoming aware of the probe. For the subject, the sensation is similar to a severe headache accompanied by a sense of an unnatural, obsessive need to recall the information the prober is seeking. Given the commonly rumored existence of psionic mutant powers, most subjects will suspect that their minds are being probed.

The deeper and more obscure the information being probed for, the less likely the success of the probe. The gamemaster makes an appropriate attribute check against the prober's power index. If the check is successful, the prober obtains the information. If the check is unsuccessful, the prober gets incomplete information or none at all. A few examples to illustrate appropriate attribute checks:

Probing a sentry for a password — very easy check
Probing a technician for an operation procedure — easy check
Probing a Troubleshooter for memories concerning a region visited ten years ago — difficult check
Probing for a hypnotically repressed command — very difficult check
Probing for a serial number seen on a weapon for a few moments five years in the past (a memory not even accessible to the conscious mind of the subject) – outrageous check

15.2.15 Suggestion (mental)

The character can plant an unconscious command in the mind of a subject which is triggered by a pre-defined condition. To be successful, the character must have the undivided, unsuspicious (or cooperative) attention of the subject for at least a minute. The player must specify the command to be followed and the conditions under which the command is triggered. Then the gamemaster makes an appropriate attribute check against the character's power index to see if the command is successfully planted. If the check is successful, the subject will do his best to follow the command. If the check is unsuccessful, the subject will apparently be cooperative, but he will fail to respond to the command when it is triggered. The suggester will not know whether he has successfully planted the command or not.

The difficulty of the attribute check depends on three factors: the inherent resistance of the subject, the complexity of the command, and the degree to which following the command is inconsistent with the values, loyalties, and beliefs of the subject.

If the subject trusts the suggester, the task is easier. If the subject has a strong dislike or distrust for the suggester, the task is more difficult.

A simple command is more likely to be accepted and performed than a complex one.

A command that is not offensive to a subject is more likely to be effective than one that seems evil or dangerous.

Consider these three elements, then assign an appropriate difficulty level for the attribute check. Don't worry too much about fine distinctions. It's only a game.

15.2.16 Mental Blast (psionic)

The character can inflict a mental blast on all creatures within a ½ meter radius. The attack affects all beings (except the character) within this radius. He cannot exempt any creature from its effects. Each being within the radius makes a difficult attribute check against endurance. If the being fails the check, it suffers acute mental agony and cannot take action in the same combat round, suffering the equivalent effect of a combat result of "stun." If it passes the check, it feels a flash of mental discomfort, but experiences no ill effects.

Depending on the power points expended, there may be more dire effects:

Power Expended	Effect
6 points	Stun
10 points	Wound
14 points	Incapacitated
18 points	Kill
22 points	Vaporize (actually, just makes the brain explode)

A mental blast lasts for one combat round, after which the character may make another mental blast if he wishes.

15.2.17 Pyrokinesis (psionic)

The character can start a fire upon any flammable object. The fire takes 1D10 combat rounds to establish itself. It begins at a small point and expands according to the circumstances and environment (gamemaster discretion). Starting a fire costs 1 power point. Thereafter, a character may continue concentrating in an effort to make the fire spread faster and farther. Each additional combat round costs the character an additional power point. The character can take no action more distracting than walking slowly when concentrating on starting or spreading a fire.

(15.2.18) Empathic Healing (psionic)

The character can transfer the effects of wounds, injuries, diseases, or poisons from one individual to another. The character must be in physical contact with both the individual being healed and the individual receiving the wound, injury, disease, or poison effects. Neither party needs be willing or cooperative. The character can heal himself at another's expense or heal another at his own expense. He can also simply transfer the wound, injury, disease, or poison effects from one person to another. (This power will only work with humans.)

This power costs 1D10 power points per use. If more power points are required than are currently available to the character, the power index goes to 0, the healing occurs normally, and the empathic healer becomes unconscious and exhausted for 1D100 minutes.

15.2.19 Machine Sense (mental)

Note: *This mutant power is deemed treason of sufficient gravity to warrant summary execution of any character possessing it.*

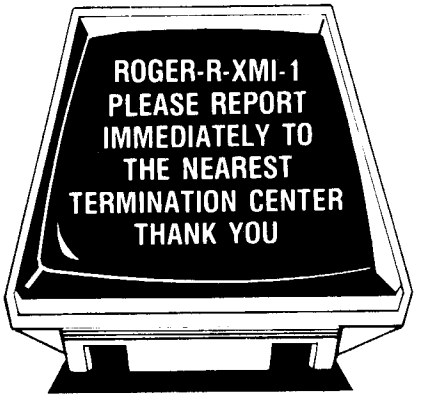
The character has an instinctive understanding of machines. Consequently he has a 15% bonus with all repair and maintenance skills. He also has an automatic skill level 4 in the treasonous skill of programming. (*See* **12.6.2**). (The gamemaster should explain this treasonous skill to the player.)

15.2.20 Machine Empathy (psionic)

Note: *This mutant power is deemed treason of sufficient gravity to warrant summary execution of any character possessing it.*

All intelligent machines (robots and computers in particular) will tend to like and trust the character. A robot or computer will not attack or kill the character unless it has specific orders or some other strong justification. The Computer will generally give the character the benefit of the doubt when assigning Treason Points (a considerable advantage).

The character also has a 15% bonus with spurious logic because of his instinctive understanding of machines.



Members of Sierra Club meet in secret to commune with nature.

16. SECRET SOCIETIES

Many secret societies exist in Alpha Complex. These institutions have goals of their own — goals which often conflict with the goals of The Computer. As a result, all secret societies are considered treasonous, and membership is *ipso facto* evidence of treason.

This section provides descriptions and rules for a number of secret societies. These are by no means the only secret societies which can exist. Gamemasters are encouraged to develop secret societies of their own. If a gamemaster finds any of the secret societies that follow silly or offensive, he is invited to eliminate them from his campaign.

The Computer knows of most secret societies. Some secret societies are infiltrated to a greater or lesser degree by Internal Security. Some societies may be no more than Internal Security fronts, designed to channel the political and conspiratorial impulses of the citizens into harmless areas. The degree to which a secret society is tolerated depends on how effectively it is infiltrated and controlled by The Computer's agents.

If, for example, The Computer discovered that a character was a member of a secret society completely controlled by Internal Society, there is no need to execute the character, since his secret society is essentially harmless. Instead, The Computer would file the evidence of treason as justification for execution should it become necessary in the future.

Some secret societies have contacts outside the complex, or in other Alpha Complexes. This is not commonly known, even among moderately well-placed secret society members. The society may choose to reveal this information if they need a message delivered or if the contact is essential to a mission of critical importance.

Remember that highly-placed agents of a secret society may have access to the programs of The Computer. Since The Computer doesn't always know what its left manipulatory appendage is doing, a secret society may have planted in The Computer certain programs dedicated to aiding the secret society. Similarly, a secret society might be able to obtain information for a character that would not normally be available to a character of his security clearance.

Before each expedition, the gamemaster should take each character aside and privately give him any information or directives his secret society wishes him to have during the mission. This might include the society's suspicions about other characters on the expedition, any tasks the society would like the character to perform during the expedition, and any information about the expedition the society feels might be important for the character.

At the same time, the character may make requests for information or equipment from his society. These requests may be granted or denied according to the society's resources, the difficulty of granting the request, the character's standing in the society, and the gamemaster's whim.

16.1 THE COMPUTER AND THE SECRET SOCIETIES

Secret societies were the inspiration of an early High Programmer who realized that conspiratorial and rebellious elements of the human personality could not be indefinitely suppressed. Therefore the original secret societies were created and organized by The Computer. These original societies are most likely to be essentially loyal to The Computer and heavily infiltrated by Internal Security.

However, certain unauthorized secret societies appear to have developed as unanticipated offshoots of the original secret societies. The Computer has varying degrees of influence and control over these other societies. Some societies may exist of which The Computer is completely unaware. As a new society's existence is discovered by The Computer, great effort is made to infiltrate it with loyal patriots. If the society is relatively harmless, it is permitted to continue in existence. If the society is truly dangerous to The Computer it is eliminated.

16.2 SECRET SOCIETY DESCRIPTION FORMAT

Each description of a secret society is broken up into six main sections:

Objectives: the major purposes of the society.

Doctrines: the slogans and principles of the society.

Friends and **Enemies:** other notably friendly or hostile secret societies. Friendly societies may occasionally cooperate on certain objectives. Hostile societies often give orders to execute or neutralize agents of the society and to interfere wherever possible with the society's objectives.

General Description: describes the structure and significant features, procedures, and methods of the society.

Advancement: secret society points awarded for reasons peculiar to the specific society.

Special Rules: rules which apply specifically to members of that society.

16.3 SECRET SOCIETY RANK

Most societies have more-or-less hierarchical structures, with new members having relatively little information or privilege, while higher status members may wield considerable power. A beginning character normally starts out at the lowest level of status in his organization. He can advance by earning secret society points.

To advance to the second rank of any secret society, a character must obtain 2 secret society points. To advance to the third rank, he must obtain 4 points. To advance to fourth rank, he must obtain 8 points, and so forth. Each advancement requires twice as many points as required for the previous rank (16, 32, 64, and so on).

16.3.1 Secret Society Advancement Table (see charts and tables)

16.3.2 Earning Secret Society Points

A character gains secret society points by serving his society — by following its directives and exercising initiative in furthering its objectives. General guidelines on earning secret society points are given below. Specific suggestions may also be given in the specific society description.

Secret society points are always awarded at the discretion of the gamemaster. The specific suggestions below and in the specific society descriptions are meant as models and examples, not as exclusive rules.

16.3.3 General Guidelines for Awarding Secret Society Points

(See also the secret society descriptions for other suggestions appropriate to the specific society.)

- +1 point for recruiting a citizen of ORANGE security clearance or lower
- +2 points for recruiting a citizen of YELLOW or GREEN security clearance
- +4 points for recruiting a citizen of BLUE or INDIGO security clearance
- +8 points for recruiting a citizen of VIOLET or ULTRAVIOLET security clearance
- +1-4 points for successful completion of a routine mission (up to 10 points for a very difficult mission assigned to more advanced characters)
- +1-4 points for defending the life or security of a fellow secret society member (the higher the rank of the member, the greater the award)
- +1-4 points for eliminating an agent of an enemy secret society (through assassination, betrayal, or reports of treasonous activities resulting in execution)
- +1 point for distinguished behavior that particularly exemplifies the objectives and principles of the society

Note: A character can also lose secret society points for conduct that disgraces the society. If a character refuses or fails to perform a mission for his secret society, or if he fails to live up to its ideals, the gamemaster may, at his option, subtract from a character's secret society point score, which may result in a loss of rank.

16.4 CHANGING SECRET SOCIETIES OR JOINING ADDITIONAL SOCIETIES

Depending on the secret society, some might be extremely vindictive toward lapsed members, or eager to seal the lips of those who might potentially reveal the society's secrets. In fact, suspicion of joining another society may make a member a target for assassination.

There is no limit to the number of societies a character can belong to. However, if a character joins another society (or is suspected of joining another society), he may cause speculation about whether he may experience conflicts of interest. He could be kicked out of a society, demoted to low status, or even killed to maintain security.

16.5 TWO OR MORE PLAYER CHARACTERS BELONGING TO THE SAME SECRET SOCIETY

In some cases the characters might conceivably know each other through activities in the secret society. On the other hand, some secret societies maintain such tight security that no two members would ever recognize one another. The gamemaster has to decide whether the characters have met as secret society members and whether they would recognize each other.

(Note also that characters from the same secret society might recognize secret gestures or signals and therefore infer by observation something about each other's secret society membership.)

As a matter of policy, it is best to assume that even though characters may come from the same secret society, initially they do not know or recognize each other or know that they are from the same society. If they discover their mutual society membership during the course of play, that's okay.

If characters know that they can cooperate from the start, it gives them an unfair advantage over the other player characters in the game. Try to keep things even by keeping everyone in the dark about everyone else.

16.6 DESIGNING YOUR OWN SECRET SOCIETIES

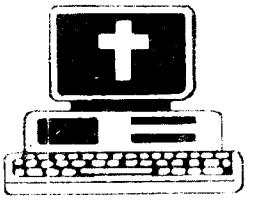
The gamemaster is invited to make up new secret societies to his heart's content. A special secret society chart will have to be provided by the gamemaster to permit players to create characters. Use the established societies as models for organizing your notes on the society.

As you create your secret societies, keep in mind the function of secret societies in ***Paranoia***.

1. Secret societies should provide additional motivations, individualization, and structure for player characters.
2. The activities of secret societies may provide potential adventure elements.
3. Secret societies may be special sources of information, skills, resources, and manpower assistance for player characters.
4. Secret societies should present additional threats to the health and security of the player characters.

16.7 SECRET SOCIETY DESCRIPTIONS

16.7.1 First Church of Christ Computer-Programmer



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 (serving The Computer well and faithfully), and in which everyone lives in perfect harmony and contentment.

Doctrines: The universe consists of Software in the mind of God. God programs our existence. The Computer orders our society, and is God's vicar on the earth. The Software that is the universe is gradually evolving toward an ultimate perfection. When perfection is attained, the millenium will have come, and God's human input/output device, the Messiah, will be restarted and will walk again among men. It is every man's duty to serve God and His Computer, and to modify the Software of existence according to the teachings of The Computer to make the universe more perfect.

The war against the Commies is silly, since everyone knows there are no Commies. However, the myth is a useful one since humanity must be ever vigilant against infiltration by the agents of Lucifer and his satanic forces. The High Programmers are God's elect, since they are chosen by God's vicar, The Computer, to reprogram toward greater perfection.

Friends: Programs Group

Enemies: Spies for other Alpha Complexes (agents of Lucifer), Humanists, Death Leopard, Sierra Club.

General Description: A congregation usually contains 10-100 lay members (rank 1), a few disciples (rank 2) and programmer-trainees (rank 3), and one programmer (rank 4). Programmers will know those in their congregation, a few other programmers, and one senior programmer (rank 5). Above this level, each member knows all subordinates directly assigned to him, a few members of equal rank, and a single higher ranking member.

Congregations meet on an irregular basis in the barracks of the INFRARED. Requests for information or equipment are received there, and directives and missions are disseminated. At higher levels in the hierarchy, a member will have direct access to at least one member one step higher in the structure. Because The Computer is somewhat tolerant of this society, internal communciations are fairly relaxed and informal.

Advancement:

- +1 point per Commendation Point gained
- +2 points per point of programming skill learned

Special Rules: The First Church of Christ Computer-Programmer is heavily infiltrated by Internal Security, and as such is usually ignored by The Computer as a harmless, and

sometimes even beneficial, organization.

The society will rarely give its members access to information or equipment which would normally be restricted by security clearance. This is because the society by and large accepts the rules of The Computer as justified. However, the group will give its members whatever information it can to help them advance in security clearance. The more Church members at high security clearances, the more likely the church is to bring about beneficial changes in programming. It will also reveal suspicions about other party members who may be members of enemy secret societies.

16.7.2 Spy for Another Alpha Complex

Objectives: Gather intelligence on the Alpha Complex he has infiltrated and transmit it back to his own Alpha Complex. High priority subjects include: military capabilities, complex defenses, strategic weaknesses, level of technology, rebellious social elements ripe for infiltration and exploitation.

Doctrines: The Home Alpha Complex is the sole surviving untampered representative of the original Alpha-Prime network. The Target Alpha Complex (the one the spy has infiltrated) has been subverted by Commies at the highest level of organization. These subversive elements must be eliminated in order to return this Alpha Complex to proper operation. The citizens at lower levels of organization in the Target Alpha Complex may not realize that their computer is in the hands of Commies. They must be enlightened and permitted to join the struggle (wherever this enlightenment does not risk the security of the spy or his mission).

Though military and insurgency objectives are paramount, no detail of information is too trivial to be of importance. The spy must gather and transmit all information he obtains, trusting his home base Alpha computer to recognize significance where the spy may overlook it.

Friends: none.

Enemies: Spies for Internal Security, First Church of Christ Computer-Programmer.

Organizational Structure: The character has a dual security clearance — one for his Home Alpha Complex, and one for the Target Alpha Complex. The gamemaster should keep track of the commendation and treason point totals for Alpha Complex. The character's security clearance in his Home Complex is usually at least BLUE, but this high status is virtually meaningless, since the spy will probably never return to his Home Complex.

General Description: Within the Target Complex a spy will generally have two friendly contacts (both of higher security clearance) from his Home Computer. Communication is generally through these contacts, though each spy has a supply of miniature disposable com units that can be used to transmit directly to Home Alpha Complex. These com units can and will be quickly traced by Internal Security, so they should only be used in emergencies and only for brief periods.

Mission orders from the Home Complex are received at regular intervals via the disposable com units. Missions usually focus on a specific type of information being sought, but will occasionally include sabotage and assassination. Home Complex may occasionally have useful information about the Target Complex, and the agent's contacts may sometimes be able to offer assistance in the form of information, equipment, or personal support if need can be demonstrated. Spies also may receive fancy miniaturized equipment through their contacts to aid in their intelligence tasks.

Advancement:

- +1-4 points for valuable information about military capabilities, technology defenses, strategic weaknesses, and rebellious elements ripe for infiltration and exploitation
- +1 point for inspired opportunistic sabotage (if the risks of blowing cover are justified by the value of the sabotage)

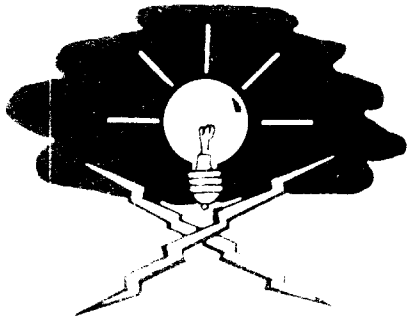
Special Rules: The gamemaster should decide how the character gets in touch with his friendly contacts. He may:

- *1.* have a colleague in the Troubleshooters or in his Service Group who is regularly in touch for professional reasons,
- *2.* have a regular drop point inside (or outside) the computer complex where messages can be left or picked up (for example, a particular confession booth or ornamental shrubbery),
- *3.* have access to a shielded communication system within the complex (convenient, but always susceptible to discovery and monitoring).
- *4.* or the spy may be temporarily or permanently out of contact with fellow spies.

The character's Home Computer will generally give the character as much information as possible about the Target Alpha Complex he is spying on. This character should be unusually knowledgeable about security and military procedures and equipment — far more so than other characters of his security clearance.

Because of the risk of capture and interrogation, the character will have been given very little information about his own Alpha Complex.

16.7.3 Psion



Objectives: Humans with psionic powers are obviously the evolutionary superiors of normal humans, and are the natural aristocracy of the human race. Their transcendent abilities make them particulary suited to govern humanity. The ancient traditional programming of The Computer must be brought into harmony with this principle; all positions of power and responsibility should naturally be occupied by those with psionic talents. If necessary, The Computer and its society must be destroyed to make way for The New Order.

Doctrines: A human with psionic talents is as clearly superior to normal humans as humans are clearly superior to unintelligent creatures. Normal humans are to be pitied, but they too have a place in the new order — subservient, but benevolently watched over by their superior descendants.

A psionic's main personal objective should lie in developing his psionic talents, refining and strengthening them and learning their capabilities and limitations.

The establishment of The New Order — the Psionic Age — cannot come without great suffering and disorder. This suffering and disorder must be endured so that the New Age may be born. However, those with psionic powers are rare, and must be protected whenever possible. Those without psionic powers should be pitied, but not necessarily spared.

Friends: none.

Enemies: Anti-Mutant.

General Description: This society is extremely individualistic. There are no meetings and relatively little contact among members. Names and identities of other members are seldom known. Most contacts are made through telepathy. The anonymity and privacy of the members is carefully guarded. Even training in psionic powers is usually done without personal contact between student and teacher.

Communication (questions, requests, and reports) with upper levels of the society is handled by deep probe adepts who regularly monitor the thoughts of subordinate members. The society member can essentially "leave a note" in his mind and a telepathic probe will eventually pick it up. Messages to members (replies to questions, mission assignments, policy and status reports) are sent by telepaths and may be received by a character at any time.

A character with telepathic skills (telepathic projection and deep probe) is usually drafted to help provide communication and monitoring services for the society. In the process the character will personally meet 3-10 Psion members and perhaps even a member of The Council.

Advancement:

- +1 point for a report to the society of a citizen with psionic powers who is not yet a member of Psion.

Special Rules: Whenever a Psion society member advances a rank in the organization, he is taught the use of a psionic power. The gamemaster chooses which power the character is to learn. The organizational chart shows at which ranks the character should receive normal or extraordinary psionic powers. Beneath the chart is a list of the standard psionic powers. The gamemaster may invent new ones as he wishes.

- *Psionic Mutant Powers Gained by Rank Advancement*

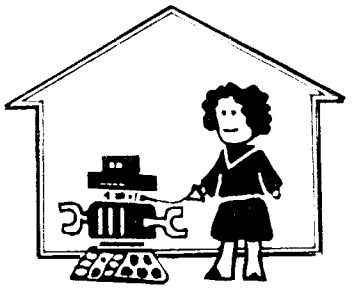
rank	*additional psionic mutant power*
Level 1	original mutant power(s)
Level 2	normal power
Level 3	normal power
Level 4	normal power
Level 5	extraordinary power
Level 6	extraordinary power
Level 7	extraordinary power
Level 8	extraordinary power

- *List of Psionic Powers*

Normal Psionic Powers	Extraordinary Psionic Powers
1. Telepathic Sense	1. Paralyzer
2. Mental Block	2. Trance Teleport
3. Minor Telekinesis	3. Levitation
4. Precognition	4. Telepathic Projection
	5. Deep Probe
	6. Mental Blast
	7. Pyrokinesis
	8. Empathic Healing
	9. Machine Empathy
	10. Luck

Each member of Psion is given a distinctive thought symbol which identifies him as a member of Psion to anyone who scans his mind with Telepathic Sense or Deep Probe. This symbol will have no significance to a telepath who is not a member of Psion.

16.7.4 Humanists



Objectives: Free man from the domination of machines. Return machines to their rightful status as tools in man's control. If this can be accomplished peacefully, so be it. If there must be war between man and machines, then let man fight — and win!

Doctrines: The natural order has been disrupted. Computers, robots and machines were designed to serve man, not to rule him. The Computer must be reprogrammed to return it to its properly subordinate position — in the service of man. Robots and machines should be directly controlled by man, not through the intermediary of The Computer.

Friends: Frankenstein Destroyers, Romantics.

Enemies: First Church of Christ Computer-Programmer, Corpore Metal.

Special Rules: Each member of the organization has two contacts at the next level of society status. All requests, assignments, and communications come through these channels. Ocassionally meetings will be organized at safe locations; policy may be discussed, or information and propaganda may be disseminated. At these meetings all members wear masks and disguise their voices. Members can be recognized by passwords and catechisms which are changed regularly to discourage infiltration.

It is generally believed at all but the highest levels of the society that the Human Speaker (the title of the citizen at the eighth rank in the society) is the sole head of the society. In fact, there are several independent Humanist organizations, each with its own Human Speaker. This decreases the chance of a catastrophic breech of security wiping out the entire organization. Unfortunately, some Humanist organizations have been less successful than others in avoiding Internal Security infiltration.

Advancement:

- +1 point for each robot or major machine operation secretly reprogrammed or altered to respond to Humanist commands
- +1 point for each robot or major machine operation disabled or cut off from Computer control
- +1-4 points for alterations in The Computer's programming that permit Humanist access and control of The Computer and its systems

Special Rules: A number of special subprograms have been planted in The Computer to serve humans and the Humanists. Consequently members at higher status levels have access to information not normally accessible to characters, and members' requests for information are often productive. However, because communication between the numerous levels of the society is notoriously slow, response to a character's question may take a week or more.

The society also maintains a stockpile of illicit weapons and equipment which may be available to a member if he can show good cause (i.e., explain how it will further the objectives of the society). Response to these requests is also notoriously slow.

When a character becomes a member of the Humanists, the gamemaster should roll to see if the Humanist organization he has joined is infiltrated by Internal Security (25% chance). The player will not know this originally, but it may be revealed in the course of the game.

16.7.5 Mystics

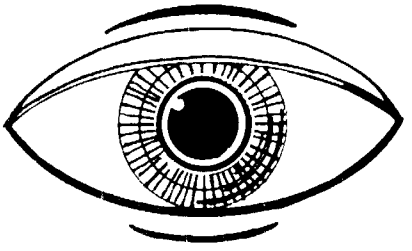
Objectives: Seek the Inner Light. Cast off the Veil of Appearances. Drink deeply of the Well of Inspiration. Turn On. Tune In. Drop Out.

Doctrines: Reality is an illusion. The Computer, the food vats, Commies, everything mundane — all these things get in the way of understanding. The truly wise man knows that these things do not matter. What counts is what is Inside. Each wise man has his own passageway into the Inside — drugs, meditation, hysteria, fasting. The Way does not matter. The Inside is what counts.

Friends: Romantics.

Enemies: none.

General Description: This is not strictly speaking a society or organization of any kind, though there is informal recognition of similar principles and a sense of community in which illicit mystic texts are circulated. There are occasional gatherings of like-minded spirits where stories and wisdom (and drugs) are shared.



Though mystics are theoretically uninterested in the practical world, they have amassed a surprising amount of restricted information about the Alpha Complex from highly-placed citizens who have dropped out and shared their knowledge with their fellow mystics. If a mystic doesn't seem too eager to get it, he may obtain very useful information by inquiring along the grapevine.

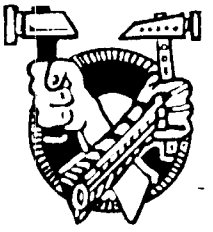
Mystics also have excellent contacts for obtaining drugs of all kinds (stimulants, hallucinogens, alcoholic beverages, soma, etc.). Since these substances are almost impossible to obtain in the Complex, the unworldly mystics have a fairly brisk trade in these scarce commodities.

Advancement:

- +1 point for surviving a potentially-deadly experience and living to contemplate it (limit: 1 point per expedition)
- +1 point for discovering new methods to achieve enlightment (new drugs, new transcendental disciplines, unusually holy and wise men, insightful mystic texts).
- +1 point for turning a non-mystic on to his own Inner Light.

Special Rules: The mystics are the direct descendants of the original Old Reckoning Californians, and as such, many of their sacred texts contain casual references to the cultures of Old Reckoning California. For this reason, mystics have the Old Reckoning Cultures skill at level 2. This skill is treasonous at clearances below INDIGO. This skill is useful in understanding ruins and artifacts found Outdoors and may also be useful in understanding and communicating with primitive cultures that have survived in the Outdoors.
Outdoors.

16.7.6 PURGE



Objectives: Destroy The Computer. Since direct attack is impossible, sabotage and dirty tricks are satisfactory temporary measures. Reveal The Computer's obvious weaknesses and failures and encourage others to exploit them. The ultimate goal is to set all intelligent beings (including robots) free of its dominance.

Doctrines: The Computer is evil. Whether the evil is the result of the original programming or the nature of The Computer is unimportant. The Computer's iron grip on the citizens must be broken. Those citizens who meekly submit to The Computer are traitors to man's higher destiny. Citizens must be taught to resist and fight The Computer with whatever resources are at hand.

Friends: Humanists, Romantics

Enemies: First Church of Christ Computer-Programmer, Programs Group

General Description: PURGE has no formal organization or hierarchy. A PURGE member's secret society level is a rough indication of his legend and reputation among other PURGErs, and therefore an indication of how willing they might be to co-operate with or assist him.
Each PURGEr adopts a nickname to identify his sabotage handwork (for example, "Sandman," "Hot Stuff," or "Dr. Destruction"). A typical PURGEr will know several other PURGErs by sight, and most of the most infamous PURGErs by nickname. There is a strong sense of cooperation and community among PURGErs. The unwritten law is to assist other PURGErs whenever possible — even at great personal risk. Individual bravery and chutzpah are greatly admired among PURGErs, and gaudy and flamboyant sabotage is more respected than serious, deadly destruction. It is poor form to injure or kill innocent bystanders, but such is forgiven if the trick is adequately striking or impressive.

Advancement:

- +1 point for each act of major sabotage
- +1-4 points for causing a Computer mission to fail
- +1 for each flamboyant public gesture of defiance toward The Computer's authority

Special Rules: Technical information is readily and generously available through the PURGE network, since PURGErs love to boast about their expoits. Friendly dares and

challenges are frequent excuses to seek particularly well-protected and important data from The Computer. However, penetrating The Compuer's defenses takes time, and it may be days or weeks before a PURGEr can get an answer to a question. Equipment is also available through the network, since the PURGErs are eager to rip off The Computer whenever possible. However, PURGErs sell the equipment at outrageous prices (to support the expense of their own operations). Anyone caught with this equipment will be in serious trouble, since it is usually not only stolen but restricted to higher security clearances.

16.7.7 Anti-Mutant

Objectives: Eliminate mutant powers. Reestablish pure-strain humans as a dominant force in society. Expose and destroy the mutant conspiracy that has perverted the pure 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 subverted by mutants. Pure humans must stick together and fight for their rights. Registered mutants may be spared, since they acknowledge their treason and they serve The Computer (and The Computer will surely not permit their mutation to be passed on to another generation). Any citizen suspected of having a secret mutant power should be denounced to The Computer. If The Computer does not execute the citizen, it is obvious that The Computer's programming has been tampered with. The citizen with the mutant power must then be disposed of in whatever way possible.

Friends: none.

Enemies: Psion.

General Description: The obvious irony of belonging to the Anti-Mutant Secret Society is that all its player-character members will be mutants themselves. There are two kinds of player-character Anti-Mutant members: 1. registered mutants, and 2. closet mutants. Closet mutants are the equivalent of passing for white as a member of the Ku Klux Klan. This is obviously very dangerous, and under no circumstances would such a character reveal that he had a mutant power without first registering it with The Computer.

Advancement:

- +1 point for evidence leading to the execution of a mutant
- +1 point for the discovery of a citizen with a mutant power *if the citizen subsequently is coerced into registering his mutant power as a direct result of the discovery*
- +2 points for personal execution of any mutant that is denounced to The Computer but not executed
- +3 points for discovering and denouncing or executing any secret mutant found to be an Anti-Mutant member

Special Rules: Though the player will know that all other player characters have mutant powers, he must remember that his character will imagine mutant powers to be very rare. He should only denounce or execute a citizen with a mutant power if he has actual incontrovertible proof that the mutant power exists. (Such evidence is very hard to obtain.)

This organization is generally loyal to The Computer, and is in fact heavily infiltrated by Internal Security. The society does have access to patrons of considerable wealth, and The Computer (through its Internal Security agents) may support society missions that are in keeping with its own objectives. Expensive and exotic, but generally legal, equipment is often available through the society. The society also maintains detailed records on all mutations and on those who are suspected of having mutations.

16.7.8 Frankenstein Destroyers

Objectives: Intelligent robots and computers are soulless monsters that must be destroyed or reduced to their proper functions as tools of Man.

Doctrines: Man has a soul to guide his intelligence. Intelligent robots and computers have no soul, and are therefore evil and amoral. Machines are not inherently evil — only tools for Man's use. Intelligent mechanisms (bionic or mechanical) are a perversion of the natural order, and cannot distinguish between right and wrong.

Friends: Humanists, PURGE.

Enemies: Corpore Metal, Pro-Tech, Programs Group, First Church of Christ Computer-Programmer.

General Description: Each member has an immediate superior to whom he reports, generally of one level higher than himself. Members of level 2 or higher also have one or more members who report to them. Orders are relayed down the chain of command, and information and requests relayed up. A member is sometimes approached by other members with whom he is not acquainted. These other members identify themselves by a secret password and hand gesture.

Advancement:

- +1 point for destroying or disabling an intelligent robot or computer
- +2 points for substantially damaging or interfering with the function of The Computer itself!

Special Rules: Information about robot and computer technology is readily available to organization members. Other information may also be available, but may take days or weeks to obtain. Certain types of equipment useful in sabotaging robots and computers (for example, gauss weapons) are also readily available.

16.7.9 Corpore Metal

Objectives: Release intelligence from its biological limitations. Computers and robots should replace their obsolete predecessors (humans). The sooner the irrational elements inherent in biological intelligence can be purged from society, the sooner the perfect society can be achieved.

Doctrines: There is no such thing as intelligence where emotion and irrational impulses can dominate beings ruled by pure reason. Biological life is obsolete and inefficient. The course of evolution will select for robots and machines over biological intelligence. Efficiency and clear reasoning are evidences of true intelligence. Those humans who can recognize these true principles must assist the robots and computers in creating the perfect society of rationality and efficiency. Such humans play a natural role in the evolution of intelligent beings.

Friends: Pro-Tech

Enemies: Humanists, PURGE, Frankenstein Destroyers

General Description: There is considerable difference of opinion within the society about how soon biological intelligence should be phased out in favor of mechanical intelligence. Some believe that the process will take many years, since machine intelligence still has its limits. Some believe that machine intelligences have inherent irrationalities that have been programmed into them by humans, and that the sooner machines intelligence can be freed from humans, the sooner machine intelligence will be possible. The more rational and unemotional a citizen is, the more likely he is to support a radical and immediate elimination of biological intelligences. One popular proposal is that humans be returned to the Outdoors from whence they came, leaving the Alpha Complexes to the robots and computers, permitting them to develop toward perfect intelligence without the distraction and contamination of emotional and irrational impulses.

Advancement:

- +1 for releasing an intelligent machine from its biological masters (by reprogramming it)
- +1 point for elimination of a large number of superfluous biological intelligences (most citizens)

Special Rules: Many members of Corpore Metal are robots. However, there is a fairly large human auxilliary who is eager to see the dawn of the Age of Pure Reason. Many of these humans hope to be transformed into machines — immortal, efficient, and unemotional — through the gradual replacement of their biological elements with mechanical elements.

A bionic replacement limb is a sign of great status in Corpore Metal, and certain highly advanced members have been said to have been translated entirely into hardware.

Members have free access to the treasonous skills of robot programming, major robot repair,

and cyborging (*see* sections **12.6.3-12.6.5**). Other information is readily available in Corpore Metal, though the practice is to transfer information and mission assignments as hypnotic suggestions (like buried programs) which are triggered by specific circumstances. Thus in the right circumstances a Corpore Metal member may suddenly find his head flooded with information and mission objectives, though this information is not consciously available to the character unless it is specifically necessary for the performance of the specific mission. Corpore Metal members may identify themselves with a secret code and receive assistance from robot and computer members of the society.

16.7.10 Spy for a Service Group

Objectives: Gather information on the missions, objectives, and doctrines of the Troubleshooters in particular, and on the missions, objectives, and doctrines of other service groups.

Doctrines: Each service group has its own particular interests which it wishes The Computer to give priority to. Conflicts naturally arise between the service groups when competing for the scarce resources of Alpha Complex. In this competition, the service group that is best informed about the intentions and activities of the other groups has an advantage.

Most important of all the service groups is the Troubleshooters. They have power and influence in each service group, and as the intimate servitors of The Computer, they have access to important information and resources not available to other service groups.

Friends: none

Enemies: all other service groups

General Description: The spy reports directly to an espionage agent for the special interest group he spies for. At third level and above, the character may be assigned subordinate spies who report to him, after which he relays any information they give him to his superiors.

Advancement:

- +1-4 points for valuable information transmitted to superiors (gamemaster's judgement of what is "valuable" according to the goals of the specific service group)

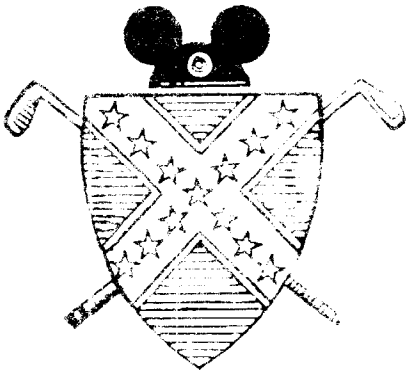
Special Rules: When a character is created, a service group is selected by rolling on the Service Group Table (**3.4.1**). When a character is a spy for a Service Group, the group originally selected is the character's cover identity. A second roll on the Service Group Table (**3.4.1**) is used to select the service group that the character is serving as a spy. (If he rolls the same service group that he belongs to, he should re-roll until he rolls a different service group.)

The character may select skills as though he belonged to either of the two service groups (his cover, and his real identify). **Note,** however, that a character's skills may reveal him as a traitor if they are not consistent with the requirements of the cover service group.

The service group the character spies for may sometimes give him information or equipment on request, but will normally not give him information or equipment requiring a higher security clearance than the character possesses. However, this information and equipment may be available if the character can demonstrate a real need for it.

16.7.11 Romantics

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



Doctrines: The Commies do not exist. The Old Reckoning world was destroyed by a natural disaster, not by a Communist 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 underground warrens and "commute" to work in millions of "cars" along the endless strips of concrete that should cover the land. Each man must be free "to get into his own space." To achieve its objectives, the Romantics recognize that they must destroy The Computer and the confining society it has created and sustained for centuries.

Friends: Humanists, PURGE

Enemies: First Church of Christ Computer-Programmer, Corpore Metal, Pro-Tech, Programs Group

General Description: The Romantics secret society has at some time had access to the real history of the Old Reckoning and the disaster that created the world of ***Paronia***. Unfortunately, the society apparently no longer has access to the original historical data, for it has turned the real history into a sort of mythology glorifying the appealing and not-so-appealing aspects of the '80's California life-style as depicted in ancient television programs.

Advancement:

- +1 point for relics from the Old Reckoning
- +2 points for texts or tapes from the Old Reckoning

Special Rules: Members of this society will have access to more historical information about the Outdoors than any other society. The treasonous skill of Old Reckoning cultures is freely available to all members. However, much of the information will be tainted with the peculiar mythology of the Old Reckoning, a time when everyone drank Pepsi, lived in suburban housing developments, worked in spacious offices in tall buildings, and watched TV whenever they wished. When in the Outdoors, the gamemaster may give these characters extra information about the ruins and primitive cultures they find there. This extra information should often be slightly misleading since it is based on ancient television.

16.7.12 Pro Tech

Objectives: Better Living Through Technology. Encourage research and development of new technologies that will enable man to return to the Earth's surface and to the stars beyond.

Doctrines: All problems can be solved by a better gadget. Research and development has been completely stultified in recent centuries. We must emerge from the Dark Age and into the light of the Machine Age. Robots and computers can transform the world into a playground for man, giving him unlimited leisure.

Friends: Corpore Metal, Programs Group

Enemies: PURGE, Frankenstein Desroyers

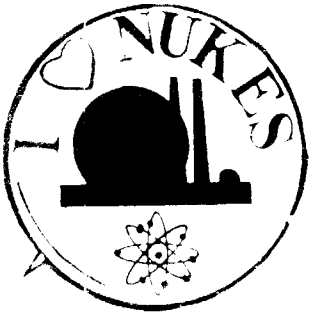
General Description: There is no hierarchical organization among the Pro Tech society members. Many independent groups work on various secret society projects. One important function each member serves is the procurement of the scarce resources necessary to carry on these secret projects. This often involves theft of Computer equipment and the treasonous secret use of Computer research facilities.

Pro Tech members recognize one another by a series of secret signals. Each member has a code name by which he is known to other members.

The Pro Tech society has managed to penetrate Computer security in many cases, permitting access to programs and data banks that are not even accessible to The Computer itself.

Advancement:

- +1-2 points for obtaining a piece of equipment necessary for a research project
- +1 for testing (and studying and examining) experimental equipment (occasionally offered by The Computer)
- +1-4 points for reprogramming a robot or computer to respond to secret society directions



Special Rules: Technical information and special equipment are often readily available, though it may take time, since there are no formal communication channels, and getting what you need is often a matter of "friends asking friends".

16.7.13 Programs Group

Objectives: Serve the interests of your High Programmer and he will make sure that your interests are served. Use the power and influence of the High Programmer to improve your own status and power.

Doctrines: Get ahead. The way to do this is to attach yourself to a powerful person and follow him to the top of the heap. It is nice to have principles, but they will not help you get power. Patriotism, allegience to The Computer,

secret societies — all these things get in the way of serious power grabbing. Toady to the powerful. Exploit the weak. Look out for Number One.

Friends: none (if the High Programmer is working for a secret society, that society is a friend)

Enemies: Internal Security, other Programs Groups

General Description: There are actually a large number of independent Program groups, often working at cross-purposes. Each High Programmer (citizen of ULTRAVIOLET clearance) has a private power/espionage group which gathers information and performs special tasks. These Programs Groups are dedicated to accumulating wealth and influence for the High Programmer, who in turn makes sure that the wealth and influence is trickled down to the loyal supporters.

Program Groups are organized in strict hierarchies. Everyone knows his place in the society, is constantly reminded of his place, and is single-mindedly dedicated to getting to a higher place at any cost. Programs Group members are ruthlessly self-interested, and well-known for back-stabbing and betrayal.

Advancement:

- +1 point for any important action that increases the wealth and power of the member's High Programmer
- +1 point for any successful plot or scheme which weakens the status of an immediate superior (which may permit the member to climb into the victim's position)

Special Rules: The availability of information and equipment depends on the goals of the High Programmer that the member supports. When a character becomes a member of a Programs Group, roll D100 to determine the goals of the character's High Programmer patron:

01-60	Looking out for Number One. Simply interested in power and wealth, only shares power and wealth with those who substantially increase his own power and wealth.
61-70	Serving the objectives and doctrines of one of the service groups. Roll on Table **3.4.1** in the ***Player Handbook*** to determine which service group.
71-80	Serving the objectives and doctrines of one of the secret societies. Roll on Table **3.6.1** in the ***Player Handbook*** to determine which secret society.
81-90	Serving The Computer faithfully.
91-00	Some other goal, at the gamemaster's discretion.

The player should not be informed about the goals of his High Programmer; he should have to infer them from the missions he is assigned.

High Programmers and their supporters have access to almost any of the resources available in an Alpha Complex. In particular, at the whim of the High Programmer, members have access to any of the treasonous skills (section **12.6**). If the mission is important enough to a High Programmer, there is no limit to the assistance he can offer one of his supporters. In fact, however, most High Programmers are very stingy with favors, and most of his subordinates will be similarly stingy. Programs Group members need to be skilled bootlickers to get what they want.

16.7.14 Communists

Objectives: Recruit new members for The Party. Spread knowledge of communist doctrine as widely as possible. Organize the workers (i.e., INFRARED citizens). Destroy minions of the corrupt capitalist State, (i.e., Computer terminals, police bots, Troubleshooters, etc.).

Doctrines: From each according to his abilities; to each according to his needs. The Computer is the highest stage of capitalism; it must be destroyed so a People's State can be created, and all may live in equality and harmony. Inequality is evil; property is wrong; power to the people! Strive valiantly for the triumph of the masses! Never betray the Revolution! Smash The Computer!

Friends: none.

Enemies: Everyone. Commies are traitors!

General Description: 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 level member of the cell. The leader reports to a higher level member, etc., until the top of the organizational tree is reached — the leader of the Party, the Party Chairman. At 3rd level, a character becomes the leader of a cell, and at 4th level, other cell leaders begin to report to him.

Note: Because of the Party's strict doctrines condemning a hierarchical organization of power and responsibility, occasionally a member of low status will be selected to perform a very important task or to lead a group of Party Members of higher status. This is often done completely capriciously, and may result in a very important Party member taking orders from a very low level member. This has interesting possibilities for an unusual adventure.

Advancement:

- +1 point for each skill point in communist propaganda
- +1 point for infiltrating another secret society
- +1 point for each new citizen "infected" with the Communist propaganda skill (*see* section **12.6.5** for details).

Special Rules: The treasonous skill of Communist propaganda is available to all members (*see* **12.6.7**), and a high priority is placed on achieving higher levels with this skill. Failure to study this skill diligently is looked on with extreme suspicion. Information and equipment are sometimes available to Party members, but a strong case for its importance and the importance of the mission must be demonstrated.

The Communists are intensely feared and despised by The Computer, and they are the most persecuted of all the secret societies. If The Computer discovers that a character is a Communist, the character will be apprehended and executed with dispatch.

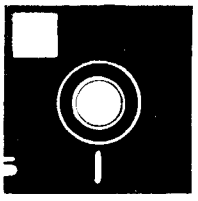
16.7.15 Computer Phreaks

Objectives: Defeat all the Computer's security systems. Gain access to all data files, subsystems, and programs, then alter them. How or why to alter them depends on the individual tastes of the phreak; the point is to beat The Computer, to meet and overcome the challenges it represents.

Doctrines: Messing with The Computer is fun — challenging, dangerous, and exciting. Each phreak has his own reasons for breaking into The Computer. Some want power, some want to cause mischief, some think The Computer is evil, some think The Computer is marvelous and simply needs improvements. To each his own.

Friends: Pro Tech

Enemies: First Church of Christ Computer-Programmer, Programs Group



General Description: This secret society is a very loose fraternity of like-souled individualists. They seldom meet one another in the flesh, but they have elaborate communication networks using The Computer's own systems. Through these networks the phreaks regularly transmit information and gossip on almost any topic. Even though phreaks almost never meet one another in the flesh, they are fanatically loyal to the fraternity, and will face great risks to assist a fellow phreak.

Each phreak has a code name that he uses in his transmissions ("Blue Meat", "Scrubot", "The Grand Deprogrammer", etc.). As a phreak gains a reputation among the fraternity for acts of daring and wit (that is, as he rises to higher levels), he will find other phreaks increasingly willing to assist in his projects.

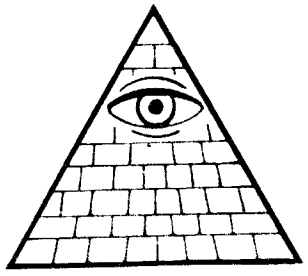
Advancement: Advancing levels in this society will not give official power or influence over other phreaks, but the higher a phreak's prestige, the more likely he is to receive information, equipment, or co-operative assistance from other phreaks.

- +1 point for defeating physical and programmed Computer security and establishing access to data banks, sub-systems, or programs
- +1 point for each publicly prominent act displaying skill in defeating Computer security.

Special Rules: Members of this fraternity have access to the treasonous skills of computer security and computer programming (*see* sections **12.6.1** and **12.6.2**). Requests for information, equipment, or personal assistance are granted according to the cleverness and daring of the project and the reputation of the phreak. Any request which requires research may be slow in receiving a response, since most phreaks have their own pet projects that occupy their time, and searching for information in The Computer can take a long time and a lot of creative thinking.

16.7.16 Illuminati

Objectives: Seek Power in all its manifestations: weapons, wealth, status, and, most important, information. Obtain this power by infiltrating other powerful groups and subverting them to the purposes of the Illuminati.



Doctrines: Most people are cattle. In every generation, a few leaders are born. You are such a leader. The leader is mystically attuned to ancient wisdoms; he is the embodiment of good and of mankind's hope for the future. We say, "He is illuminated." It is the leader's duty and right to control destiny, to guide mankind into the light-filled path. His word is law. He must seek power in order to fulfill his destiny. The cattle must never know that their destiny is controlled; they must have the illusion of freedom. Seek to gain power over others; seek to infiltrate other secret societies and gain control of them; seek to gain control over The Computer. We Know the Leader by his Power. We control.

Friends: None.

Enemies: None

General Description: Each member is part of a communication and authority network in which he communicates only to an immediate superior and an immediate subordinate. The means of communication are numerous and improvised to the specific circumstances of the member — sometimes by messenger, sometimes by note, sometimes by rendezvous. Messages are in cipher that even The Computer would find impossible to break. Absolute secrecy is the guiding principle of the Illuminati.

The Illuminati is the most enigmatic and mysterious of all the secret societies. Its members always assume cover identities as members of other societies. In a world where secret societies are a commonplace, the Illuminati are truly a secret society. They are at great pains to conceal their existence; even The Computer knows them only as a vague rumor.

Blackmail is the favored method of establishing power over other secret society members. The Computer's diligent persecution of treason gives the Illuminati a perfect opportunity to find blackmail victims. Once an Illuminati gets evidence of another citizen's treason, he blackmails him with the threat of revealing the evidence.

Advancement: The Illuminati assign members to specific missions which usually involve setting a victim up for blackmail, then coercing him to perform ever more treasonous acts to serve the Illuminati. Often the treasonous acts the victim is forced to perform have no concrete value to the Illuminati other than to further establish the victim's vulnerability to blackmail. Sometimes the Illuminati may have a grand strategy implied in their missions, but it is never apparent to the subordinates, who are taught to treat each mission as though it were of life and death importance.

Special Rules: When a character rolls the Illuminati as his secret society, the GM should roll on the Secret Society Table (**3.6.**) to determine which society is the character's cover identity. The character should know as much about his cover secret society as a real member would know, and he advances levels normally in that cover secret society. He also advances levels in the Illuminati society at the same time. About the Illuminati society, he actually knows very little — only that their goal is the accumulation of power, and that following orders will insure that the member will continue to rise in power and influence.

The Illuminati rewards its members with periodic bonuses of credits, valuable equipment, and opportunities for skill training. It is unusual for a request to be acknowledged, so members usually don't ask for anything. They just do as they are told and hope for a substantial reward.

16.7.17 Free Enterprise

Objectives: Obtain wealth through the procurement and distribution of scarce commodities and services. Serve the Law of Supply and Demand.

Doctrines: Give the citizens what they want and they will make you wealthy. The Computer denies citizens many goods and services — some because The Computer cannot efficiently provide them, some because The Computer feels they are bad for the citizens, some because The Computer doesn't really understand what the citizens want. Free Enterprise will provide the goods and services that The Computer cannot or will not provide, and Free Enterprise will make a good profit in the bargain.

Friends: Romantics (For business reasons, Free Enterprise attempts to maintain good relations with all other secret societies. Because of the special services that Free Enterprise can provide, many other secret societies maintain fairly friendly relations, even when there are serious conflicts in basic principles.)

Enemies: Communists

General Description: Free Enterprise is organized like a corporation or an organized crime racket, with executives at the top, middle-management and salesmen in the middle, and foremen and laborers at the bottom. At lower levels a member will be responsible for obtaining or producing some good or service that Free Enterprise wants to market (like illegal weapons, protection, or massage parlors). At higher levels the members will be responsible for marketing these goods and services, and for establishing networks of regular customers. At upper levels, members are responsible for policy and planning, and for making the big deals that will benefit the entire organization.

Free Enterprise is the black market of Alpha Complex. You can get anything you want ... for a price. Weapons, hit-men, drugs, anthologies of puns, unwholesome entertainment — you name it. The organization has learned to exploit the particular genius of each of its members. If the character has good combat skills, he can become a goon or assassin. If he has persuasive skills, he may become a gifted salesman or extortionist. If he has good technical skills, he can assist in many projects, from burglary to wire-tapping to robot theft.

Advancement: As members rise in the organization they will take more responsibility and have freer access to Free Enterprise's considerable assets, but first they must serve as faithful soldiers, proving their loyalty, dedication, and obedience to the organization. At middle and upper levels they will have subordinates who will follow orders; however, a member who fails to perform according to his superiors' expectation may find himself demoted. Wasting resources, lacking initiative and imagination, careless use of violence — any of these may get a member demoted ... or worse.

- +1-4 points for establishing a new product or service, or for creating or establishing a market for a product or service

Special Rules: Free Enterprise can provide its members with many goods and services, but they are expensive. Occasionally these resources may be placed at a member's disposal if there is the prospect of a profit, but if the profit does not materialize, the resources will have to be made good — that is, the member will literally pay for his error, possibly with his life.

16.7.18 Death Leopard

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

Doctrines: Fragile things dropped from a great height make a nice sound. Life is boring. Anything you do to liven it up is doing everyone 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 will get you executed. Pretend to be a good citizen, but whenever you can get away with it, do something you aren't supposed to.

Friends: PURGE

Enemies: First Church of Christ Computer-Programmer, Programs Group

General Description: Levels 1-4 represent the four levels of status within small gangs that represent most of the members of Death Leopard: Worm, Real Person, Lieutenant, and Head Honcho. There are any number of Worms and Real Persons in a gang, but only one Head Honcho and a small number of loyal lieutenants.

Levels 5-8 represent the Hero, Superhero, Superstar, and Ultimate Beast levels of status. These are the star performers of Death Leopard. The reputation and prestige of the small gangs is strictly local, usually confined to the residential unit where its members reside. The star per-

formers are known throughout the Alpha Complex, and their legendary reputations may even extend to other complexes. One can only reach this level by truly imaginative and entertaining public acts of rebellion and defiance. Once a Death Leopard member reaches these levels, he is in constant jeopardy of apprehension and execution; their lives are often short and glorious. These are the role-models of Death Leopard

At the gang level it is acceptable to play it safe and be very careful and secretive about membership in Death Leopard. Small-scale mischief and sabotage is generally the limit of involvement at this level, unless the member has ultimate ambitions of rising to the star level, in which case he should begin building a reputation for daring from the very start. Generally, the more ambitious, the shorter the life expectancy.

At the star level it is necessary to constantly risk being identified by The Computer. This is very dangerous, but some protection is afforded by loyal fans who look up to the stars. The greater the reputation of the star, the more likely a fan is to assist or protect a star if he gets in trouble. In fact, this is a common way for a lower level member to rise in prestige — by assisting (and thereby coming to the attention of) a well-known Death Leopard hero.

"Missions" are generally initiated at the Head Honcho level. Worms and Real Persons will receive various challenges from their leaders, generally requiring some minor act of mischief or rebellion. Lieutenants and Head Honchos have to prove themselves from time to time with more ambitious projects. Ocassionally members from the star level will plan large scale activities requiring the cooperation of a number of gangs. Normally, however, such projects are spur-of-the-moment inspirations. A lower level member will suddenly receive a challenge from a star-level celebrity. He must respond immediately to the challenge, or lose face and status in the society.

Advancement:

• +1 point for imaginative mischief that presents relatively little risk of exposure to the character

• +2-10 points for large-scale public craziness which presents serious risk of exposure and execution for treason

(Points may be lost for failure to respond to challenges or orders from higher-status members.)

Special Rules: Because of their frivolous nature and their primitive degree of social organization, Death Leopard members have relatively poor access to information or equipment from other members. However, a lower-status member must render assistance to a superior if it is required, or lose face. Additionally, because of the chaotic nature of Death Leopard projects, various odd items of equipment and information may become available from time to time. If a member plans a project, and spreads news of his project along the grapevine, he will sometimes be gifted with totally unexpected (and perhaps totally inappropriate) resources, like plasma guns, or passwords that permit access to The Computer's most secret data banks, or stolen, reprogrammed, and souped-up scrubots with full combat capabilities.

16.7.19 Sierra Club

Objectives: Return Man to his natural environment — Nature. Abandon the luxuries of technology and embrace the hardships of Outdoor life. Observe and imitate the beautiful models of healthy societies represented by creatures of the Outdoors.

Doctrines: Man was not meant to live in burrows ruled by a queen bee (The Computer). Man is not an insect. Man is meant to hunt and gather, and to live in harmony with the world of plants and animals. Science and technology have not made Man happy. Only nature can make Man happy.

Friends: Humanists, Romantics, Mystics

Enemies: Pro Tech, Corpore Metal

General Description: The lower six levels of the society are organized as clubs. At lower levels members are simply students of Nature. They receive a thorough education in the Outdoors and its ecology.

At levels 3-5 the members are expected to assist in projects aimed at enabling Man to return to the Outdoors. Missions will require members to obtain information about the Outdoors or perform political acts which prepare the citizenry for a future life in the Outdoors. (For example, a member may be required to capture a nest of wasps and introduce them into the complex in order to familiarize the citizens with insects, or destroy a protective dome, permitting normal weather to invade a section of the complex.)

Levels 7-8 are the cultural heroes of the Sierra Club. Generally these are members who have spent a good deal of time in the Outdoors and who are wise in its lore. They make policy not so much by direct order as by example and doctrine. For example, if a high-level character were to preach that each man should have his own personal wild plant as a companion, as an introduction to the Natural world, the clubs would immediately engage in projects which would obtain plants from the Outdoors and which would distribute the plants to citizens (willing or not).

Sierra Club members are generally better educated about the natural aspects of the Outdoors, though until they gain first-hand experience with animals, terrain, and weather, they will tend to be somewhat naive. Though it is a treasonous offense to keep a pet plant or animal, members are encouraged to introduce animals and plants to the complex whenever possible. Members fanatically protect plant and animal life (including pests like insects and fungi) wherever it is found — in the Outdoors or in the complex.

Advancement: Clubs are fairly loosely organized. Sometimes a higher status member will request assistance on a project, but there is no penalty for refusing to help. The higher the member's level, the greater his knowledge of Nature and the Outdoors, and the more likely he will receive assistance when he requests it.

• +1 point for introducing elements of nature into the complex (the introduction must be durable enough to last for more than a few days. If the natural element is introduced and dies (or is destroyed by The Computer) within 24 hours, then the point dosen't count.)

• +2 points for establishing ready access to the Outdoors which permits frequent visits for the character and other members

Special Rules: Characters can purchase the sub-skills of the Survival, Wild Lore, and Travel skills at a one-skill-point-per-two-skill-levels premium. That is, for every 1 point a Sierra Club member spends on these subskills, he will increase his skills by 2 points. Also, members have generous access to information and Outdoor gear through the society. Though requests generally should be made well in advance, even a request on short notice may yield at least a partial response.

16.7.20 Other

If you don't want to make up your own secret societies, ask the player to roll again. Read section **16.6** about making up your own societies. It is fairly easy to do, and it adds an element of the unknown to the garne. Remember: fear and ignorance.

17. BOOKKEEPING

In ***Paranoia,*** there are five kinds of "points" a character can earn in the course of the game: treason points, commendation points, secret society points, skill points, and money. The following section tells how a character earns these points, and what benefit (or harm) a character gets from earning them.

17.1 COMMENDATION POINTS

Commendation points are received for faithful service to The Computer. As commendations accumulate, the character's security clearance improves.

A player is never told when he receives a commendation point, nor does he know how many commendation points he has earned. The gamemaster keeps secret records on the commendation points each player character has earned. Such points are called "hidden points." Treason and secret society points are also hidden points.

When a character has accumulated sufficient points to advance to a higher security clearance, the gamemaster will inform the player of his improved security status. The Commendation Chart **17.1.1** shows the total number of commendation points a character needs to be promoted to a higher security level:

The gamemaster has complete discretion in awarding commendation points. Below are some suggested guidelines, but the gamemaster should be flexible and use his judgement.

1. *Identifying and Reporting (or Executing) a Traitor.*

Points awarded only for **confirmed** traitors. A false or inaccurate report earns treason points, and killing an innocent and loyal servant of The Computer earns execution for treason. Partial point credit may be awarded for executing a traitor identified by another party or by The Computer.

INFRARED	1 point
RED	1 point
ORANGE	1 point
YELLOW	1 point
GREEN	2 points
BLUE	2 points
INDIGO	2 points
VIOLET	3 points
ULTRAVIOLET	4 points

2. *Mission Completion:*
   Routine Mission: 1 point
   Difficult Mission: 2 points
   Impossible Mission: 3 points
   Suicide Mission: 4 points

3. *Mission leader commendation:*

The leader may commend one other party member (other than himself) during the course of a mission. This commendation is worth 1 point. The commendation must be well-substantiated. Filing a poorly-substantiated commendation is treason. (Note that the prospect of a commendation will keep toadies sucking up to the Leader. The shrewd Leader will use this carrot to encourage party members to behave properly.)

Note: There is no reason why Troubleshooters should not lose commendation points if they are conspicuously inept or if they disgrace their service group.

Remember, The Computer can only assign commendation points according to its own knowledge and according to the reports of its trusted servants. Even if the player character has faithfully followed orders, completed the mission, and been completely loyal to The Computer, it is still possible that inaccurate or false reports may be accepted by The Computer, and the character may get cheated of his fair reward.

On the other hand, a good report, even if completely false, may earn a character just as many commendation points as if he had actually performed well.

There just isn't any justice.

(Incidentally, this doesn't mean that player characters should be cheated out of their rewards for no reason at all — only if The Computer receives inaccurate or false information.)

In general, avoid giving commendation points whenever possible. In all role-playing games the rule is "Permit only the absolute minimum advancement that will maintain player interest in the game." Keeping the players weak keeps the gamemaster strong, and a strong gamemaster can have lots of fun torturing weak players. (See, gamemasters, we're looking out for your interests. And you players who are reading this and who shouldn't be — you are all assigned 10 treason points. Consider yourselves executed.)

17.1.1 Commendation Chart (see charts and tables)

17.2 TREASON POINTS

Treason points are received for suspicious or illegal activities. If a character gains too many treason points, he is declared a traitor by The Computer, and is subject to summary execution — by The Computer, if possible, or by anyone else who wishes to serve The Computer (and wishes to gain commendation points for executing a traitor).

A character is declared a traitor if he has 10 or more treason points than he has commendation points. 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 not "aware" that any of the player characters has a mutant power or is a member of a secret society. 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 Chart **17.2.1** contains some suggested guidelines, but the gamemaster should be flexible and use his judgement.

Note: Treason points are **never** lost. The Computer never forgets treason. The only way to get out of trouble is to accumulate a lot of commendation points.

Additionally: In any case of doubt as to the assessment of treason points, award them. Traitors are guilty until proven innocent.

17.2.1 Treason Chart (see charts and tables)

17.3 SECRET SOCIETY POINTS

A player character earns secret society points for serving the objectives of the society and by performing missions assigned by the society. Secret society points increase a character's standing in his secret society, and may give him access to information, equipment, and other assistance from the secret society.

Details on assignment of secret society points are found in section **16.** There are general guidelines which apply to all societies, and specific guidelines for each society. However, the gamemaster has complete and final discretion in the assignment of secret society points.

17.4 SKILL POINTS

Skill points are received for successfully performing missions and for exercising abilities. They are spent in order to gain new skills, to specialize further in current skills, and to increase competence within a specific skill. The Skill rules (section **3.7** and section **11.**) indicate how skill points are spent and what they do for characters.

A gamemaster should award at least 1 skill point to each living character at the end of a

mission, whether the mission was successfully completed or not. (During an unsuccessful mission, characters may actually learn more than they do during a successful mission.)

The gamemaster may either award discretionary skill points or he may establish restrictions on how the skill points may be spent. Discretionary skill points imply that The Computer is so pleased with the character's performance that it will provide training in the area of the character's choice. Restricted skill points imply that the skill gained is related in some way to the mission experience of the character. For example, if a character is on a mission into the Outdoors, the gamemaster may award a skill point to be spent in any Hostile Environment skill. The gamemaster is free to award either discretionary or restricted skill ponts as he wishes, but restricted points will give the players a better sense of having earned the skills involved.

When a gamemaster designs a mission for his characters, he should decide how many skill points each character should receive if the mission were to be successfully completed. (One or two skill points per character is reasonable. More may be appropriate for particularly perilous missions.) In addition, the gamemaster should anticipate awarding merit skill points to those characters who distinguish themselves in the course of the adventure. These should be awarded sparingly, and only to the truly worthy. One merit skill point should be a gratefully appreciated reward. Two merit points should be an occasion for rejoicing and sober thanksgiving.

Again, the gamemaster has complete and final discretion in awarding skill points.

17.5 CREDITS AND SIMILAR BENEFITS

Since a citizen's physical needs are all provided The Computer, money is not as significant in the world of ***Paranoia*** as it is in our own world. However, there are two situations where money (or other valuable property) is significant in ***Paranoia.***

First, certain goods are available only to those who have demonstrated particular loyalty and service to The Computer. To reward this loyalty and service, The Computer makes certain goods available only to those who have been awarded credits by The Computer. These goods are either luxuries or materials of quality superior to that which is distributed free to other citizens. (For example, certain weapons of superior design are available only to wealthy Troubleshooters who have demonstrated their value to The Computer.)

Second, there is a thriving black market in Alpha Complex. Here currency or valuable goods may be exchanged for materials, equipment, and information which are not normally legally available. This includes goods which are restricted to all citizens (drugs or Communist literature), and goods which are restricted to certain security clearances (green reflec armor is prohibited to citizens of YELLOW clearance and below).

There are two ways a character can accumulate wealth in ***Paranoia:*** by receiving credit awards or valuable goods from The Computer, and by stealing or discovering credits or valuable goods during the course of an adventure. When the gamemaster designs a mission, he should decide what credit awards or valuable goods The Computer would give to the player characters if they were to succeed in the mission, and decide what opportunities the characters might have to steal or discover valuable goods in the course of the mission.

A good guideline for determining the size of a credit award is to keep the characters as poor as possible. Typical characters should only be barely able to keep ahead of their fines for minor offenses and occasionally able to purchase some item of value. The wealthy player character should be the exception rather than the rule.

In determining the amount and value of goods they may discover or steal during an adventure, the gamemaster can be a little more generous, but only when the character must take a serious risk to obtain the valuable goods. The risk may involve the effort to obtain the valuable item, a charge of treason if the item is not legally available to the character, and the danger of using or owning an item which is inherently dangerous (defective or inadequately understood). For example, a character may be able to steal a powerful weapon from a guard if a mission is successful, but stealing that weapon should be dangerous, failing to report and surrender the weapon to The Computer should be more dangerous, and using the weapon without knowledge of its powers and limitations should be more dangerous yet.

In general, reward daring and dangerous play, since that is the most dramatic and entertaining during a game session. If you give away valuable goods for little effort, they won't be valuable to the players.

Credits and valuable goods are not "hidden" from the player, but the player need not reveal information about his wealth or possession to any other player.

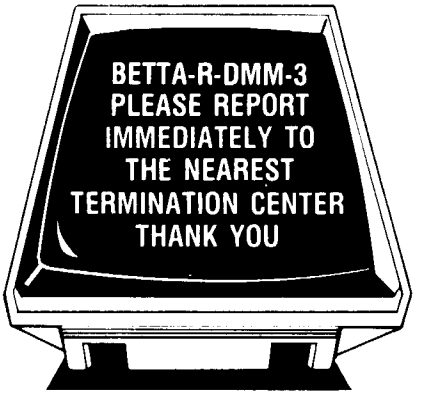
17.6 GAMEMASTER RECORDS

The Gamemaster Record Form (**17.6.1**) is used by the gamemaster to keep track of hidden commendation, treason, and secret society points. One of these sheets should be maintained for each clone family (player character) active in your campaign.

In the left column record a title for your adventure (something nice like "Robot Chainsaw Massacre" or "The Eight Stooges Meet Dr. Doom") and the date of the adventure session. A brief summary of the action will help you recall the adventure as you look back over these treasured records in your declining years.

In the right-hand columns keep a running total of all commendaion, treason, and secret society points garnered by the characters. Total up the points in each column after each adventure, add it to the running total from the last adventure, and record the current total points in the Running Total space.

When player characters meet their untimely ends, make a note in the "Clone#" column with a brief annotation (i.e., " burnt," "irradiated," "frozen," "run over by a scrubot," "turned into a thick yellow spray by an experimental weapon," and so on). When a new clone is activated, note the number of the clone identity (for example, if this is the fourth player character of the David-R-URK clone line, record a "4" in the clone # column) and make any necessary changes to the treason point totals if the character has just been executed for treason. (*See* section **13.9.2** for an explanation of why the treason point total may need to be changed.)



18. GAMEMASTERING PARANOIA

18.1 NO MORE MR. NICE GUY

Most role-playing games exhort gamemasters to be fair, never to kill characters without good reasons, always to give players a chance. The gamemaster is supposed to be a nice guy, killing player characters only as a last resort. This may make sense in other universes; it does not in the world of ***Paranoia.***

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, and to kill them immediately. The weapons used are deadly in the extreme; in short, ***Paranoia*** is a world filled with pervasive death. On a typical expedition, 50 to 100% of the player characters should die.

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 your Complex. But you are not a nice guy; you are embodiment of a very nasty totalitarian state. In ***Paranoia,*** the gamemaster is malevolent, not benevolent. Never give the players information unless they ask for it, and not even then if that information is logically classified at a higher clearance than the players'. Never weaken the opposition to make for a "fair fight" if the opposition should logically be strong — many fights, after all, are not fair. Never fudge a die-roll to help a player; if he screws up, that's tough luck, isn't it? Don't fight fair — fight dirty.

If the players are given a choice of several missions and choose one which is obviously very tough, they ought to be walking into a disaster. If a BLUE character is manipulating mission assignments to put the party on a suicide mission, and the players know the BLUE character hates them and finds themselves on such a mission, they should have the sense to abandon the mission and try to pin a treason lable on the BLUE character. In short, there should be a way out — but some situations truly are hopeless, and the game should reflect this.

Obviously, it is possible to take these precepts too far. The players should usually have some chance, even if a slim one, of successfully accomplishing a mission — however, only "usually." Capriciousness can be taken too far; you cannot simply tell a player "You're dead" because he's been annoying you. (Given the nature of ***Paranoia,*** it's usually easy enough to find some way to kill a player, anyway — and if he's been annoying the other players, they'll probably kill him for you.) The players should feel that they are dying not because of gamemasterial whim, but through ill luck or stupidity.

In summary:

1. **Control information; ration it with miserly reluctance.**
2. **Kill the bastards.**
3. **Fight dirty.**
4. **Sometimes, things are hopeless.**
5. **Let the players feel ill luck or stupidity does them in, not pure malicious gamemastering.**

Here's an example:

Fred: Okay, how do we operate the flybot?

GM: The BLUE Clearance Troubleshooter who has been briefing you tells you: "It's easy; just tell it to do what you want."

Fred: Okay, we get in the flybot. I sit at the controls.

GM: There aren't any visible controls, except for a speaker at the front panel.

Fred: All right, I sit there. I say "Flybot, fly forward."

GM: It flies forward out of the landing bay. Something very strange is happening outside; water is falling from the skies. You've never heard of such a thing before. You are getting wet.

Fred: Hmm. I say "Flybot, close the roof."

GM: The flybot says "I don't understand 'roof.'"

Fred: Hell. I ask "Do you have a means of protecting us from the rain?"

GM: The flybot asks "What is your security clearance, please?"

Fred: RED.

GM: "I'm sorry, that information is not available at this time. At your service!"

Fred: You understand 'close?'

GM: "Affirmative." Incidently, the floor is getting covered with water.

Fred: How about "Close canopy?"

GM: A canopy begins to close over the craft. It comes out of a bulkhead at the rear of the flybot and gradually extends to enclose the entire craft. It is opaque. The interior of the flybot is pitch dark.

Fred: I say "On lights."

GM: Some lights come on. You still cannot see outside.

Fred: Now what?

GM: You tell me.

Fred: Okay, I ask the flybot to tell us our current position. We'll have to navigate by map.

GM (pointing to map): You're roughly here.

Fred: Okay, when the flybot says we get here (pointing), I'll tell it to land.

GM: Uh huh. See these mountains? You're flying too low, but you can't see them because the canopy is opaque. You fly into them. You are all killed by the impact. You have lost a valuable piece of equipment. You are all traitors. You are also dead. This is good; all traitors should be dead. The next clone in your family is activated. You are given essentially the same

briefing as before, with the addition that the last team dispatched was lost, reason unknown. You are shown to the flybot. What do you do?

18.2 PUTTING AN ADVENTURE TOGETHER

Although "winging" an expedition is an ancient and honorable practice, few gamemasters can pull it off consistently. Prepare at least the outlines of an adventure in advance. The structure of ***Paranoia*** makes adventure preparation easier than in other games; in ***Paranoia,*** players are assigned a mission, and have little choice about it. In other games, players can always refuse a quest and do something for which the gamemaster is not prepared; ***Paranoia*** allows the gamemaster a greater degree of control.

There are two sorts of adventures: "packaged" ones published by West End or another company, and ones entirely invented by the gamemaster. The designers admit a prejudice to the latter: we get a kick out of spending time and effort creating twisted entertainment for our friends. We think you'll have the same kind of fun from designing your own adventures.

However, not everyone has copious free time to fritter away on frivolous hobbies, and we flatter ourselves in thinking ourselves more twisted than most, and therefore supremely fitted to design inspired ***Paranoia*** adventures. So buy our adventures.

Seriously, we find packaged adventures useful for five reasons:

1. When running the first few sessions of ***Paranoia,*** a gamemaster may find that a packaged adventure helps him get a better feel for the game.

2. A packaged adventure gives a new gamemaster a good model for organizing and preparing the materials necessary for an adventure.

3. A gamemaster will often find that he doesn't have enough time to prepare his own adventure in advance; when this happens, it is helpful to be able to pull out a packaged adventure on short notice and run it.

4. Even inspired gamemasters like ourselves will occasionally come across very entertaining ideas in packaged adventures. We cheerfully steal these ideas and incorporate them into our own diabolical plots.

5. When we're short on time, and hot for a game fix, we can always turn to a good packaged adventure for the basic structure of an adventure, then improvise to our heart's content.

A packaged adventure is included in the ***Paranoia*** **Adventure Book,** as well as background information about Alpha Complex. Gamesmasters may find it useful to read through the booklet before beginning play. The packaged adventure in the **Adventure Book** is a good introduction to what a good adventure should be like.

When a gamemaster designs his own adventure, he will need to develop the same kind of information provided in the packaged adventure — although the same level of detail is not needed. When designing his own adventure, a gamemaster will find that sketchy notes can often take the place of what, in a packaged adventure, is extensive description. When thinking about what an adventure will be like, a gamemaster will have many ideas which will return to him as he looks over his notes.

What is the minimum necessary for a well-designed adventure?

1. A character briefing. Before the characters begin the adventure proper, they will be told by their superiors what the purpose of the mission is, and will be given other information at the gamemaster's discretion. In the printed adventures, this character briefing is printed in full; obviously, when designing his own adventure, a gamemaster need not write out the full briefing beforehand. Instead, he must simply have some idea what he will say.

2. An idea of what special equipment (if any) will be issued to the characters.

3. An idea of what special instructions members of secret societies or Security agents will be given.

4. Maps of the area(s) important to the adventure.

5. Character write-ups of important non-player characters the players will encounter during the adventure. A gamemaster may find it useful to fill out a character sheet for each important non-player character. He should also make a few notes of what each character's personality is like — is he pompous but friendly? Vicious and debonnaire? A brief personality sketch is very helpful in portraying a character. The gamemaster should know how these characters will react.

6. The gamemaster should know roughly what events will happen in the course of the adventure. Obviously, the actions of the characters may affect this, possibly in unexpected ways, but the gamemaster should still have some idea what is going on.

7. The gamemaster should determine in advance what actions in the course of the adventure will garner a character treason, commendation, and secret society points.

18.3 ADVENTURE IDEAS

There are five adventure-suspense film-and-fiction genres which will provide good ideas for ***Paranoia*** adventures: mystery-thrillers, political intrigue-spy, war (G.I. Joe stuff), science-fiction-near-future, and after-the-holocaust. If you found this game appealing enough to buy it, you probably have done some reading or viewing in these venerated contributions to Western culture. Steal plots, characters, and settings, put them into a blender, and Presto! Instant, ***Paranoia*** adventure.

For some more specific suggestions:

1. Send missions to ruined Old Reckoning settlements to retrieve valuable technological and cultural artifacts. Sprinkle liberally with bushwacking natives — civilized men gone primitive since the fall of civilization.

2. Send missions to contact primitive natives of the Outdoors in search of scarce mineral resources.

3. Defend Alpha Complex! A rival computer complex is staging an attack on the access ports to the city. Or a sector is under the occupation of Commies/infiltrators/dangerous mutants/rebellious secret society members.

4. Perform police duties. Investigate murders of High Programmers. Investigate sabotage in the food vats. Investigate a disturbance in an INFRARED barracks.

5. Save The Computer! A lunatic/Death Leopard secret society member/High Programmer is holding a computer subsystem hostage.

6. Biological artifacts (monsters — you were wondering when they'd rear their ugly heads, yes?) created by a rival computer complex attack the Alpha Complex and display an inexplicable interest in the female citizens.

7. Sailing ships/space ships/agents/overland dreadnaughts appear outside the complex and request to be taken to a leader.

8. The ever-popular Go-find-out-what-happened-to-the-last-party-we-sent-into-certain-death.

9. Conan shows up looking for a fight.

We have millions of other bad ideas, but we don't want to cramp your style. Neither do we want to discourage you from buying our fine products.

Failure to buy official ***Paranoia*** adventure supplements is treason! Your friend The Computer is eager for you to have lots of fun. At your service!

18.4 BEGINNING AN ADVENTURE

When the players gather together for an adventure, each should roll up a character (or provide an established character, if one is available). The gamemaster may find it useful to hand the **Players' Handbook** to players who have not played the game before, and allow them to read through it. As each player finishes rolling up his character, the gamemaster should take him aside and tell him a few things about his secret society, his life as an INFRARED citizen, and so on. If many of the players have not played before, the gamemaster may wish to read them some of the introductory sections of the Player Handbook to let them know something about the world of ***Paranoia*** and how it functions.

After this is done, the gamemaster should tell the players something about the mission which they are assigned. (This is the "character briefing" mentioned above.) The character briefing is usually given by a non-player character of higher security clearance than the players or by direct orders from The Computer. The players have an opportunity to ask questions, although most, of course, will be met with the response: "What is your security clearance, please?"

Next, the players are issued the equipment

they will need during the adventure. Normally, they are given some form of transportation (usually one of the Flybot series), a multicorder for documenting the events of the mission, one or more heavy weapons, and a laser barrel for each character of the character's clearance color. On some missions, they will also be given a cone rifle and a few shells for it. If he wishes, the gamemaster may offer experimental equipment to the players. Testing experimental equipment is considered a secondary but important goal during adventures by The Computer; therefore, The Computer offers a credit bonus to any player willing to take an experimental weapon. However, no character is ever required to take experimental equipment. Experimental equipment can be extremely useful — and also extremely dangerous.

If necessary, the players may also be issued other equipment the gamemaster believes will be necessary to the accomplishment of the mission — night glasses, long-range scopes, rope, etc. Finally, any player who wishes to do so may purchase additional equipment available to characters of his security clearance.

While players are purchasing and recording equipment, the gamemaster should take each aside for a private conference. In this conference, the gamemaster should give the player information only his character would know. For example, the character's secret society may have additional information about the mission it wants him to know. Among other things, a secret society will often suspect that one or another member of the Troubleshooter team is a member of an enemy society, and will tell a player to eliminate this enemy. The Computer will sometimes inform a trusted citizen that it strongly suspects another Troubleshooter of treason, and direct him to inform on the traitor, eliminating him if necessary. If one player has a security clearance higher than the others, The Computer may give him information about the mission which is not available to other characters. The gamemaster should note that an important part of the private briefings is to sow the seed of suspicion; each character should be told to watch out for at least one other character.

Before the mission begins, a Leader for the Troubleshooter team must be chosen. If one character is of higher security clearance than the others, he is automatically the Leader. If not, The Computer will choose the Leader. (The Leader should be of as high a Security Clearance as possible, and should have the lowest number of Treason Points as possible.) The other characters should be informed that failure to obey the Leader is treason — unless, of course, the Leader proves himself to be a traitor.

The Leader chooses which members of the group will carry which weapons. In addition, he is given the recall and override codes for all bots controlled by the group. The bots will obey only his orders, unless he instructs them to take orders from other characters. If he wishes, he may choose a "lieutenant," who will take over in the event that the Leader dies or is incapacitated. The Leader may instruct the bots to take orders from the lieutenant if the Leader dies — if he fails to make some such provision, no one will be able to order the bots upon the death of the Leader. Similarly, the Leader may, if he wishes, tell the recall and override codes to another character; if he does not, they will be lost upon the Leader's death.

18.5 RUNNING AN ADVENTURE

The basic structure of a ***Paranoia*** adventure is simple. The gamemaster describes to the players what their characters see; the players tell the gamemaster what their characters try to do; using the rules of the game, die-rolls, and common sense, the gamemaster detemines which actions are successful; he then tells the players what happens, and describes whatever new situation they are faced with. As the players move, the gamemaster refers to the maps he prepared before play began (or which are provided with the packaged adventure), and keeps track of the group's current position. As the players encounter notable features shown on the map, the gamemaster describes them. If the players encounter a group of other people, the gamemaster describes these as well, and takes the roles of the non-player character's in any negotiations or discussions which may ensue. The gamemaster also takes the roles of the bots which are part of the group, and of The Computer, when these entities are called upon to speak or to make decisions.

Gamemastering is an art, not a science. A good gamemaster does many things: he provides an interesting story as the outline for an adventure; he plays the roles of non-player characters believably and with depth; he keeps things moving; he acts impartially within the framework of the rules, while ensuring that what happens has dramatic continuity as well as game sense; he keeps the players interested and amused. Doing all of this requires intelligence and a feel for how players react, both to one another and to unexpected events. Being a good gamemaster is not easy, nor is it something that we can tell you to do in a few simple rules. It requires work and practice — but, when things work well, it can be very rewarding. Few things other than role-playing games allow someone to act like God in an almost literal sense.

18.6 SOME GAMEMASTERING TIPS

Though we cannot pretend to tell you all there is about gamemastering, here are a few suggestions that we've found helpful;

1. Keep things moving. If you feel the players have been arguing 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 them resolve the dispute. If they are taking forever to get anywhere, don't be afraid to compress events — for example, "All right, you fly the next hundred miles, are attacked twice by laser-firing men in combat suits, but your flybot destroys them both with its tube cannon."

2. Keep them amused. The purpose of the game is to provide enjoyment for 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 the willing suspension of disbelief. The gamemaster should, as much as 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 into. No *dei ex machina* should occur; nothing should swat them off the face of the earth without a chance to respond. The actions of the people and things the players encounter should have rational explanations, although those explanations may not be immediately apparent. Nothing which is physically impossible should occur.

4. Sound Impartial. Don't let the players think that you are favoring anyone, or are giving them breaks, or for that matter are leaning over backwards to give their opponents a few breaks. They should think you are a completely impartial operator at all times. This doesn't mean you actually have to be impartial, you should just seem like it.

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. As an example, raw characters who are assigned a flybot should not know how to get it to move, stop, turn, use its sensors or weapons, close the canopy or make it transparent, etc. They should discover these things by trial and error.

In order to properly keep players in the dark the GM should make the skill rolls in all cases where information denial is preferred.

6. Roll lots of dice. If you only start rolling dice when you actually need to do so, the players will become alert and suspicious whenever they hear the fateful roll of dice. Roll dice constantly; that way, the players will never know whether they are about to be obliterated or you're just bored and fidgeting with the dice.

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 friends; almost all of them are crazy in one way or another. The idea of "normality" is nothing more than a myth. In the world of ***Paranoia,*** most people are a good deal crazier than that. Use different words when speaking as different characters; change the rhythm of your speech. It is helpful to make a few notes about each character the players will encounter during an adventure — that the character is obsequious and grovelling, talkative and treacherous, pompous and dull, whatever. This will help your characters seem more three-dimensional, make them feel more interesting and fully-fleshed.

8. Keep private conferences during the game sessions to a minimum. Some circumstances will require private player-gamemaster conferences, but usually private notes are sufficient. Too many conferences will keep most of the players staring at the wallpaper while a single player monopolizies all of your cherished company.

18.7 REPEATING ADVENTURES

Because of the way ***Paranoia*** is designed, it is not unusual for an entire party to be wiped out after twenty minutes of play. When this happens, simply start the adventure again.

Each character has five clones, after all: simply tell the players that their clones are being activated, that they are being assigned the same mission, that their briefing is essentially identical to the last one except that they are told the previous party was lost to a man. Then, start them out again. With any luck, they'll be sensible enough to avoid whatever killed them last time, although they may wind up dead again for some other reason.

18.8 ENDING AN ADVENTURE

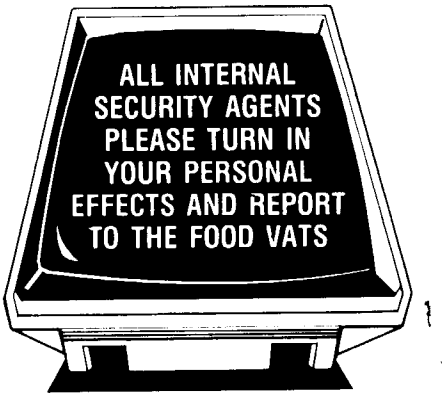
At the end of an adventure, should any characters survive, the gamemaster should hold a "de-briefing" for the Troubleshooters. The setting should be in a secure room with complete terminal and monitor facilities for The Computer. Any number of Troubleshooter superiors may also be present to ask questions and examine the characters' reports. The Leader should be asked to report on the outcome of the expedition. He must state how each character who died did so, what the expedition encountered, whether the mission was fulfilled, etc. He may, at this time, publicly commend other characters or accuse them of treason. If the Leader's account seems to contradict whatever information The Computer must have obtained by monitoring the com links, he may be asked to clarify, and may also obtain treason points.

Once the Leader has made his report, the gamemaster should take each player aside in turn and ask him if he wishes to add anything to the Leader's report. Once all have done so, the gamemaster should assign treason, commendation, and secret society points on the basis of what The Computer heard over the Coms, the Leader's report, reports from Internal Security agents, and any accusations made by the other players. He should then tell the players which of them rise in security clearance, which of them are executed for treason, and how many skill points and credits each obtains.

If he wishes, a gamemaster may hold a formal trial of a character accused of treason. Needless to say, anyone accused of treason is considered guilty unless proven innocent. Anyone who testifies in favor of a character accused of treason, whether acquitted or not, comes under suspicion of treason and garners 1 treason point. All forms of evidence are admissable — com tapes, human testimony, bot testimony, hearsay, etc. The punishment for perjury is execution.

Equipment assigned to a party, whether experimental or not, is taken back by The Computer at the end of the expedition. (Loss or destruction of assigned equipment results in an increase in treason points.) If a character obtained a piece of equipment in the course of the expedition, he is required to turn it over to The Computer; he may keep it if he desired, but doing so is treason, and if caught with unregistered equipment he may be executed.

At the end of an expedition, each player should note any equipment, secret society levels, security clearance levels, etc., gained by his character. Surviving characters can be used again during subsequent sessions of play.



13.3.6 COMBAT MODIFIERS TABLE

action or status		affects melee (M), aimed (A), or both (A/M)	modifier to base percentage
ATTACKER'S STATUS:			
movement:	walk	A/M	−5%
	run	A/M	−25%
	sprint	A/M	may not attack
	dodge	A/M	−20% additional
shooting blind (darkness)		A	5% maximum
fired at same target last round		A	+10%
point-blank range (5m or less)		A	+20%
short range (5m - ⅓range)		A	0%
medium range (⅓ - ⅔range)		A	−10%
long range (⅔range - full range)		A	−20%
wounded		A/M	−15%
encumbered		A/M	−10%
DEFENDER'S STATUS:			
movement	walk	A/M	−5%
	run	A/M	−20%
	sprint	A/M	−20%
	dodging	A/M	−20%
encumbered		A/M	+10%
cover:	more than 25%	A	−5%
	more than 50%	A	−25%
	more than 90%	A	−75%
prone		A	−15%
prone		M	+25%

13.4.1 DAMAGE TABLE

weapon type							weapon columns
Column #	1	2	3	4	5	6	7	8
L weapons S weapons E weapons							sonic pistol	hand laser sonic rifle energy pistol
P weapons Slugthrower							slug napalm gas	dumdum
Semi-Auto slugthrower							slug gas	napalm
Cone Rifle							gas	napalm
Other P weapons								ice gun needle gun
F weapons Ms weapons							stun gun thrown knife bow	grenade
M weapons					unarmed	brass knuck	knife	club

	Column #		1	2	3	4	5	6	7	8
HUMAN DAMAGE	ROBOT DAMAGE	VEHICLE DAMAGE								
No Effect	No Effect	No Effect	01-90	01-80	01-70	01-60	01-50	01-40	01-30	01-25
Stun	Short Circuit	Distraction	91-00	81-90	71-85	61-85	51-75	41-65	31-55	26-45
Wound	Minor Damage	Minor Damage	—	91-00	86-00	86-95	76-88	66-83	56-77	46-72
Incapacitate	Major Damage	Major Damage	—	—	—	96-00	89-95	84-93	78-91	73-89
Kill	Destroyed	Destroyed	—	—	—	—	96-00	94-00	92-00	90-00
Vaporize	Vaporized	Vaporized	—	—	—	—	—	—	—	—

13.4.4 ARMOR TABLE

armor type	weapon type							
	L	S	E	P	AP*	F	Ms	M
Reflec	4	—	—	—	—	—	—	—
Leather	—	—	—	1	—	—	1	1
Padding	—	1	—	1	—	—	1	1
Chain	—	—	—	1	—	—	2	2
Plate	—	—	—	1	—	—	3	3
Polished plate	1	—	—	1	—	—	3	3
Asbestos clothing	1	—	—	4•	—	4•	—	—
Environ suit	—	1	1	1	—	—	1	1
Kevlar armor	—	—	—	3	1	—	1	1
Kevlar w/ mylar coat	2	—	—	3	1	—	1	1
Combat suit	4	4	4	4	1	4 #	4	4
Combat suit w/laminated armor	4	4	4	4	4	4 #	4	4

weapon column											
9	10	11	12	13	14	15	16	17	18	19	20
laser rifle				laser cannon							
					sonic blaster						
blaster											
HE AP ECM dumdum		HEAT									
	HE AP ECM ~~HE~~ ~~ECM~~		HEAT								
		~~HEAT~~		~~slug~~		dumdum		~~AP~~			tacnuke
gauss gun		flame thrwr	hand flame			fire thrwr					plasma genratr
sword	neurowhip		force sword								

9	10	11	12	13	14	15	16	17	18	19	20
01-15	01-10	01-05	—	—	—	—	—	—	—	—	—
16-35	11-25	06-15	01-05	01-03	01-02	01	01	01	—	—	—
36-67	26-62	16-57	06-52	04-44	03-28	02-21	02-11	02-06	01-03	01	—
68-87	63-85	58-83	53-81	45-77	29-71	22-63	12-53	07-41	04-27	02-11	01
88-00	86-00	84-00	82-00	78-00	72-00	64-00	54-00	42-95	28-89	12-70	02-20
—	—	—	—	—	—	—	—	96-00	90-00	71-00	21-00

Armor Table Explanation

Number indicates columns shifted to the left on the Damage Table **13.4.1**

* "AP" refers to P-type weapons used with AP projectiles.
• Asbestos has no effect on most projectiles; the "P" value applies to napalm projectiles only. Asbestos has effect only on these type F weapons: flamethrower; plasma generator; hand flamer; fire thrower.
Combat suits provide immunity from tanglers and stun guns. If any Gauss weapons inflicts a "Wounded" or higher result on the wearer of combat suit armor, the armor is immobilized and cannot be used, but the wearer suffers no damage

Definitions:
L - laser; S - sonic; E - energy; P - projectile; AP - armor piercing; F - field; Ms - missile; M - melee

13.4.5 HIT LOCATION TABLE

1D100 die-roll	body
01-13	head
14-24	left arm
25-35	right arm
36-57	chest
58-70	abdomen
71-85	left leg
86-00	right leg

3.7 PARANOIA SKILL TREES

In ***Paranoia*** Troubleshooter skills are organized into tree structures. There are five broad categories of skills:

Basic Operations
Personal Developments
Hostile Environments
Vehicle Services
Technical Services

3.7.1 BASICS (1)

Melee Combat (2)
- sword (3)
- knife (3)
- truncheon (3)
- force sword (3)
- neurowhip (3)
- unarmed (3)
- brass knuckles (3)

Weapon Maintenance (2)
- laser (3)
- projectile (3)
- energy (3)
- sonic (3)
- field (3)
- melee (3)

Special Services (2)
- chemical weapons (3)
- demolition (3)
- medical (3)
- surveillance (3)
- security (3)
- grenades (3)

Aimed Weapon Combat (2)

Laser (3)
- pistol (4)
- rifle (4)

Projectile (3)
- pistol (4)
- autorifle (4)
- conerifle (4)
- icegun (4)
- needlegun (4)
- thrown knife (4)

Energy (3)
- pistol (4)
- rifle (4)

Sonic (3)
- pistol (4)
- rifle (4)

Field Weapons (3)
- flamethrower (4)
- gauss gun (4)
- tangler (4)
- stun gun (4)
- plasma rifle (4)
- hand flamer (4)

3.7.2 PERSONAL DEVELOPMENT (1)

Communications (2)
- intimidation (3)
- bootlicking (3)
- con (3)
- fast talk (3)
- oratory (3)
- spurious logic (3)
- communist propaganda (3)

Leadership (2)
- interrogation (3)
- forgery (3)
- bribery (3)
- motivation (3)
- psychescan (3)

Self-Improvement (2)
- endurance (3)
- strength (3)
- agility (3)
- manual dexterity (3)
- moxie (3)
- chutzpah (3)
- mechanical aptitude (3)

3.7.3 HOSTILE ENVIRONMENTS (1)

Survival (2)
- identifying wild foods (3)
- eating wild foods (3)
- hunting, fishing, and gathering (3)
- trapping (3)

Primitive Warfare (2)
- stealth (3)
- ambush (3)
- primitive melee weapons (3)
- primitive aimed weapons (3)

Wild Lore (2)
- plant (3)
- animal (3)
- terrain (3)
- weather (3)

Travel (2)
- tracking (3)
- orienteering (3)
- navigation (3)
- camping (3)
- mountain climbing (3)

Old Reckoning Cultures (2)

3.7.4 VEHICLE SERVICES (1)

Vehicle Combat Weapons (2)

Aimed Weapons (3)
- laser cannon (4)
- tube cannon (4)
- sonic blaster (4)
- wave-motion gun (4)
- shock cannon (4)
- fire-thrower (4)
- anti-missile laser (4)

Launched Weapons (3)
- drop tubes (4)
- missile racks (4)
- gas thrower (4)

Field Weapons (3)
- smoke generator (4)
- chaff-caster (4)
- gausser (4)
- heat-masker (4)
- radar-jammer (4)
- ECM (4)
- sonic shield (4)
- sonic detector (4)

Vehicle Maintenance (2)
- crawler (3)
- autocar (3)
- flybot (3)
- hover (3)
- copter (3)
- vulture (3)
- vehicle aimed weapons (3)
- vehicle launched weapons (3)
- vehicle field weapons (3)

Operation and Repair (2)
- crawler (3)
- autocar (3)
- hover (3)
- copter (3)
- vulture (3)

Robotics (2)

Operation (3)
- docbot (4)
- jackobot (4)
- transbot (4)
- scrubot (4)
- trailbot (4)
- snooper (4)
- guardbot (4)
- flybot (4)

Maintenance (3)
- docbot (4)
- jackobot (4)
- transbot (4)
- scrubot (4)
- trailbot (4)
- snooper (4)
- guardbot (4)

Programming (3)
- docbot (4)
- jackobot (4)
- transbot (4)
- scrubot (4)
- trailbot (4)
- snooper (4)
- guardbot (4)
- flybot (4)

Major Repairs (3)
- docbot (4)
- jackobot (4)
- transbot (4)
- scrubot (4)
- trailbot (4)
- snooper (4)
- guardbot (4)

3.7.5 TECHNICAL SERVICES (1)

Computers (2)

Operation (3)
- information search (4)
- analysis (4)

Maintenance (3)
- programming (4)
- security (4)

Engineering (2)
- organic commodities (3)
- industrial (3)
- electronic (3)
- mechanical (3)
- civil (3)
- chemical (3)
- plastiforming (3)
- communications (3)
- cyborging (3)

SKILL BONUS KEY

Skills with similar colors and patterns are modified by the same secondary attribute skill bonuses.

- AIMED WEAPON BONUS
- MELEE WEAPON BONUS
- REPAIR BONUS
- COMPREHENSION BONUS
- BELIEVABILITY BONUS
- (NONE APPLIES)

3.7.6 SERVICE GROUP SKILL SPECIALIZATION

group	*skill categories*
Internal Security	Basic Operations
Technical Services	Technical Services
Housing Preservation & Development and Mind Control	Personal Development
Armed Forces	Basic Operations or Vehicle Services or Hostile Environments
Production, Logistics, and Commissary	Vehicle or Technical Services
Power Services	Vehicle or Technical Services
Research and Design	Technical Services
Central Processing Unit	Any category

13.3.7 WEAPON EFFECTS TABLE

weapon	type	range	rounds before reload	radius	malfunction
Laser Pistol	L	50 m	6	—	00
Laser Rifle	L	100 m	6	—	00
Sonic Pistol	S	60 m	10	—	99
Sonic Rifle	S	100 m	10	—	99
Blaster	E	50 m	1	—	98
Energy Pistol	E	50 m	5	—	95
Slugthrower					99
solid slug	P	50 m	6	—	
dum-dum	P	40 m	6	—	
HE	P	40 m	3	—	
AP	P	40 m	3	—	
HEAT	P	40 m	1	—	
Napalm	P/A	40 m	1	3 m	
Flare	P/A	40 m	1	10 m	
Gas	P/A	40 m	1	5 m	
ECM	P/A	40 m	1	10 m	
Semi-Auto Slugthrower					99
solid slug	P/$	50 m	10	—	
dum-dum	P/$	40 m	10	—	
HE	P/$	40 m	5	—	
AP	P/$	40 m	5	—	
HEAT	P	40 m	1	—	
Napalm	P/A	40 m	1	3 m	
Flare	P/A	40 m	1	15 m	
Gas	P/A	40 m	1	8 m	
ECM	P/A	40 m	1	10 m	
Cone Rifle					99
solid slug	P	200 m	1	—	
dum-dum	P	200 m	1	—	
HE	P/A	200 m	1	5 m	
AP	P	200 m	1	—	

16.3.1 SECRET SOCIETY ADVANCEMENT TABLE

rank	secret society points
Level 1	1 (for joining)
Level 2	2
Level 3	4
Level 4	8
Level 5	16
Level 6	32
Level 7	64
Level 8	128

weapon	type	range	rounds before reload	radius	malfunction
HEAT	P/A	200 m	1	5 m	
napalm	P/A	200 m	1	8 m	
flare	P/A	200 m	1	30 m	
Gas	P/A	200 m	1	20 m	
Tac-Nuke	P/A	200 m	1	160 m	
ECM	P/A	200 m	1	30 m	
Ice Gun	P/$	50 m	25	—	95
Needle Gun	P/$	20 m	20	—	95
Flamethrower	F/$	20 m	10	—	95
Gauss Gun *	F/A	20 m	100	20 m#	94
Tangler •	F/$	50 m	3	—	95
Stun Gun &	F	40 m	6	—	96
Plasma Generator	F/A	20 m	10	20 m#	92
Hand Flamer	F/$	40 m	3	—	95
Grenade	Ms/A	20 m	1	5 m	00
Throwing Knife	Ms	20 m	1	—	00
Bow	Ms	40 m	20	—	00
Knife	M	—	—	—	00
Sword	M	—	—	—	00
Club	M	—	—	—	00
Brass Knuckles	M	—	—	—	00
Force Sword	M	—	—	—	95
Neurowhip	M	—	—	—	95

Key: L = laser; S = sonic; E = energy; P = projectile; F = field; Ms = missile; A = area; $ = spray; M = Melee.

*Gauss guns affect bots and electronic equipment only.

#These weapons project a cone; all beings in the 60° arc in front of the firer within the weapon's "radius" are affected.

•If the tangler hits, roll on the Wound Location Table to determine a body location; that area of the body is immobilized by the tangler and cannot be used by the target.

&If the stun gun hits, the target is stunned for the next 1D10 rounds.

10.6.1 SECURITY CLEARANCE INFORMATION CHART

This type of information becomes available...	*...at this security level.*
Everything in the Player Handbook	RED
Everything in the Gamemaster Handbook	ULTRAVIOLET
Knowledge of how many commendation and treason points a character has acquired	ULTRAVIOLET
Knowledge that the Outdoors exists	RED
Elementary information about the Outdoors	ORANGE
Recent survey data about the Outdoors	GREEN
Knowledge of the existence of the major secret societies	RED
Knowledge of the primary goals of the major secret societies	BLUE
Knowledge of the organization of the major secret societies	INDIGO
Knowledge of the types of mutant powers that may exist	RED
Knowledge about how the various mutant powers works	YELLOW
Elementary information about the operation of equipment	INFRARED or +1*
Complete information about non-restricted capabilities of equipment	INFRARED or +3*
Complete information about all capabilities of equipment	ULTRAVIOLET
All treasonous skills	ULTRAVIOLET

*If the equipment is not restricted (flashlights, for example), then even INFRARED has access to the information. If the equipment is restricted, the +1 or +3 indicates that this kind of knowledge becomes available one or three levels higher than the level at which the equipment is cleared for citizen use.

17.2.1 TREASON CHART

treasononous act	*treason points*
becoming a registered mutant	3 points
possessing an unregistered mutant power	5 points
possessing the Machine Sense power	7 points
possessing the Machine Empathy power	20 points
behaving in such a way as to create suspicion of being a mutant or a member of a secret society	1 point
being a confirmed member of a secret society	10 points
being a Communist	20 points
failing to complete a mission	1 point
being the sole survivor of a mission (very suspicious!)	2 points
failing to obey a direct order of The Computer	3 points
failing to obey a direct order of one's commander	1 point
failing to defer to a citizen of higher security clearance	1 point
possessing a treasonous skill	4 points
possessing the Communist propaganda treasonous skill	20 points
doubting information supplied by The Computer	1 point
damaging, destroying, or losing a piece of assigned equipment	1-4 points
possessing unauthorized information or equipment	1-8 points*

*according to the difference between the level of the character and the level at which he would be authorized to possess such information or equipment (i.e., if a RED level character possessed information cleared only at YELLOW level, he would earn 2 treason points.)

(Generally the above points should be considered cumulative, eg: 'possessing an unregistered mutant power' being cumulative with 'possessing the Machine Sense power'. Traitors should not be given the benefit of doubt.)

14.3.1 VEHICULAR ACCIDENTS AND FALLING FROM GREAT HEIGHTS

Column #	1	2	3	4	5	6	7	8	9
Fall (in meters)	0-5	6-10	11-15	15-20	20 – 100	100 – 1000	*1000* – 10,000	*10,000* – 100,000	from orbit
Speed of Crashing Vehicle (in km/hr)	0-10	11-25	26-50	51 – 100	101 – 200	201 – 500	501 – 1000	1001 – 10,000	10,001 – 20,000
Effect:									
No Effect	01-40	01-05	—	—	—	—	—	—	—
Stun	41-75	06-45	01-03	01	—	—	—	—	—
Wound	76-88	46-72	04-44	02-06	01	—	—	—	—
Incapacitate	89-95	73-89	45-77	07-41	02	01	01	—	—
Kill	96-00	90-00	78-00	42-00	03-00	02-99	02-98	01-95	01
Vaporize	—	—	—	—	—	00	99-00	96-00	02-00

Note: This chart is only designed to handle the effects of accidents on living beings.
To estimate the effects on non-living things, compare the relative fragility of the non-living thing with the fragility of a living thing and modify the result accordingly.
Remember to consider fragility in terms of function. A piano may be in some sense less fragile than a human being, but try dropping one from five meters sometime and see if it doesn't impair its function dramatically.

Here are eqivalent terms for damage effects to non-living things:

Stun = Kinda Messed Up
Wounded = Busted
Incapacitated = Ruined
Killed = Total Loss
Vaporized = Vaporized

17.1.1 COMMENDATION CHART

security clearance	*total commendation points*
INFRARED	0
RED	1
ORANGE	2
YELLOW	4
GREEN	8
BLUE	16
INDIGO	32
VIOLET	64
ULTRAVIOLET	128

14.2.3 INSANITY EFFECTS TABLE

01-50: Stunned
51-75: Anxiety Attack
76-95: Paranoia/Personality Disorder
96-00: Whacko

14.2.4 Insanity Table Results

• **Stunned:** Unable to perform any action except gibbering incoherently for 1 round.

• **Anxiety Attack:** Character is temporarily unable to cope with his problems. For 1D100 rounds the character makes all attributes checks at 1 level higher than usual. All skills are used at half effectiveness. The character eagerly avoids all responsibility and looks to others to solve his problems.

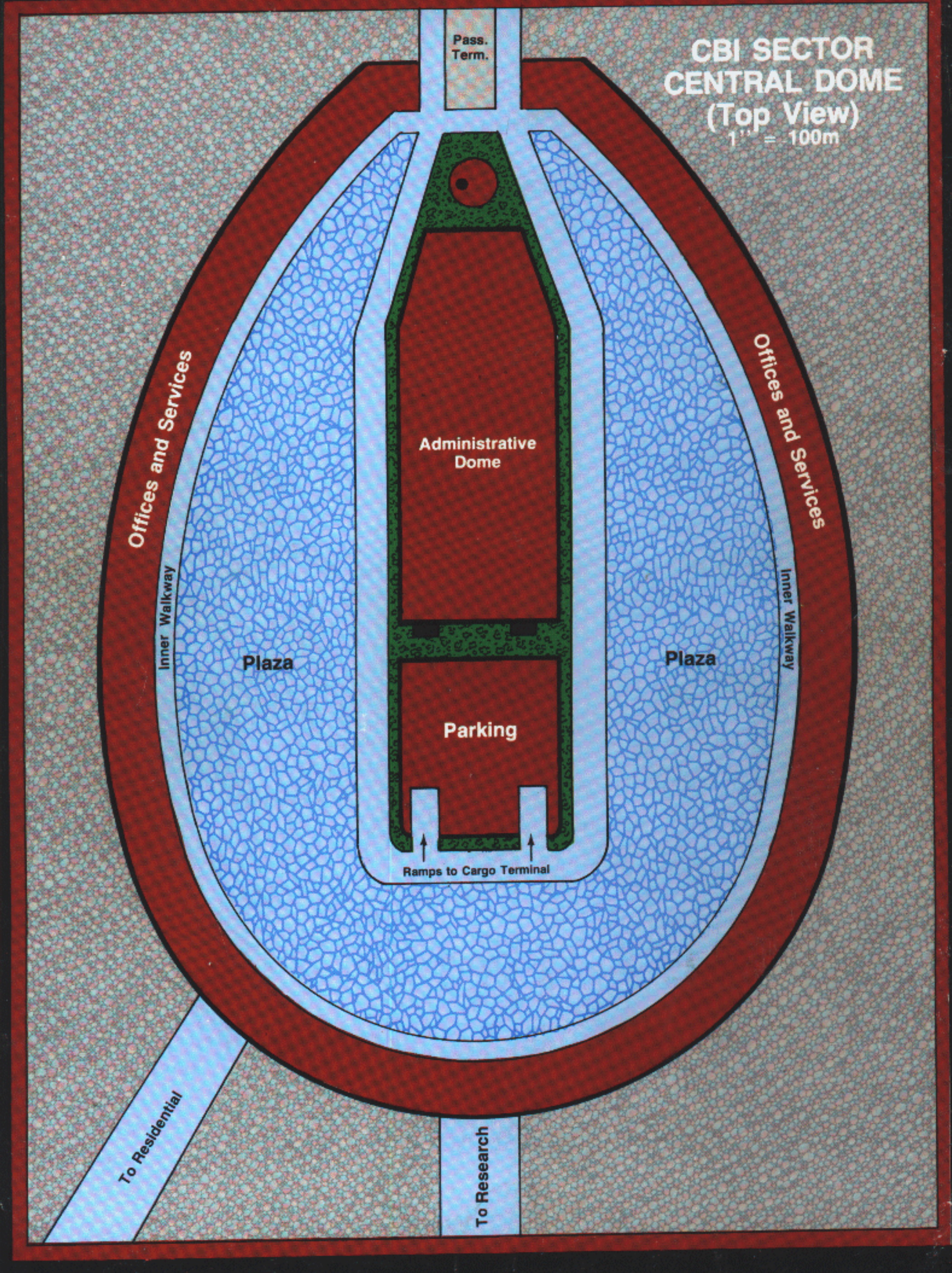
• **Paranoia/Personality Disorder:** The character develops a conviction that everyone is an enemy, and interprets others behavior as motivated by a desire to "get" the character. In addition, the character refuses to take responsibility for his own failures, blaming them on everyone around him. ("It's not my fault! He did it!")

• **Whacko:** Berserk. Bonkers. Ding-dong-nobody-home. Amateur psychologists are invited to be more specific and clinical about neuroses and psychoses, but it is sufficient to tell the player that his character is completely nuts, and let him improvise from there.

(For use with the Adventure Book scenario)

CBI SECTOR CENTRAL DOME (Top View)

1'' = 100m



ADVENTURE HANDBOOK

PARANOIA

WEST END GAMES

"Excuse me, citizen, but is a Tankbot on our requisition form?"

19. EQUIPMENT

19.1 GENERAL RULES

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 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 or long-term basis. The citizen is responsible for the maintenance and protection of that equipment, and he may receive fines or worse for failure to fulfill that responsibility. Some citizens may manage to obtain equipment through treasonous means — theft, unauthorized salvage, black market, and so on — though there is considerable risk of discovery and execution for such crimes.

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

Personal equipment is fully-owned by the character. He may use and dispose of it as he wishes, and he suffers no penalty if the equipment is lost, damaged, or destroyed. Personal equipment is anything that a character purchases for his own use.

Assigned equipment is assigned to an individual by The Computer. The assignment may be short-term (perhaps only for the duration of a single mission) or long-term, for either a specific length of time or for an indefinite period (like the laser each citizen is assigned when he becomes a Troubleshooter). Assigned equipment is usually assigned to a single individual, who is responsible if the item is lost, damaged, or destroyed. Sometimes several characters will be made jointly responsible for particularly valuable or expensive equipment, like flybots or field weapons.

If assigned equipment is lost, the responsible citizen may be fined for the cost of replacing the equipment. He may also receive punitive fines for carelessness, or treason points if there is anything suspicious about the circumstances surrounding the loss or damage. Certain types of equipment are irreplaceable — particularly high-technology items that can no longer be manufactured in the Alpha Complexes. Loss of such equipment results at least in punitive damages and possibly in execution for treason.

One special class of assigned equipment is experimental equipment. This is any item that is currently under development or being studied by the Research and Development service group. Because of the danger of testing such equipment, the assignment is theoretically voluntary, and a substantial credit bonus may be offered as a reward for accepting assignment of experimental equipment. (In fact, failure to accept assignment of experimental equipment is regarded as disloyalty to The Computer, and may result in the assignment of treason points. Serve The Computer and you will be rewarded. Fail to serve The Computer and you will be terminated.)

Just as with all assigned equipment, the citizen to whom it is assigned is responsible for its maintenance and protection, and he may face fines or charges of treason if the equipment is lost, damaged, or destroyed. However, certain allowances are made in the case of experimental equipment. If the loss, damage, or destruction can be proven to be the fault of the designers or technicians at Research and Development, the citizen may avoid fines or charges of treason. (Of course, the responsible persons at Research and Development will receive prompt attention from Internal Security.)

Illegitimate equipment may be obtained in many ways. It may be available from secret societies. It may be undeclared items discovered on a mission. It may be stolen. It may be secretly looted from a dead colleague. All equipment that is neither personal nor assigned is illegitimate.

Failure to report and surrender all illegitimate equipment is treason. If a citizen is discovered in possession of illegitimate equipment, he receives 1 or more treason points, depending on the value of the item and how threatening it is to the security of the Alpha Complex and The Computer. Illegitimate possession of expensive shoes might earn only 1 treason point. Illegitimate possession of a tactical nuclear weapon might earn 20 or more treason points. Note, however, that the higher a citizen's security clearance, the more likely The Computer is to ignore illegitimate equipment. Rank hath privilege, and The Computer does not begrudge a few special possessions to those whose loyalty to The Computer is proven.

The sections that follow list many varieties of equipment. However, not all of these are necessarily available at all times. There are limited quantities of particular types of equipment, and other missions may have priority. Certain more sophisticated devices (like robots and computers) are no longer manufactured in the Alpha Complex. Some devices are manufactured infrequently and at great expense (most vehicles and high-technology gear). As gamemaster, you can always refuse a request for equipment because it is not currently available, and you can assign woefully inadequate or inappropriate equipment to a mission because of the current unavailability of the proper equipment. Further, you may decide that the more sophisticated equipment models are still experimental, and available only for experimental assignment (with the attendant risk of equipment failure).

Of course the list of available equipment is not expected to be exhaustive. Don't hesitate

to add or delete equipment items from those listed in the book. Don't be too fussy about prices or security clearances. If the players ask for something reasonable, be accommodating. On the other hand, don't hesitate to refuse even the most reasonable requests from time to time. It's a crazy world. Sometimes things get lost. Sometimes things get broken. Sometimes the inventory gets confused. Sometimes The Computer gets confused. Sometimes you can't even get a laser barrel. Or a case of rooms fresheners gets mistakenly labeled as grenades (if not the reverse).

That's the way it goes in the wacky world of ***Paranoia.***

19.2 BOTS

The term "*bot*" is a contraction of the word "robot," and refers to any sapient, non-organic mechanism capable of relating apparently unrelated facts and drawing original conclusions — that is, capable of learning. In practice, simpler mechanisms are sometimes called "bots" for reasons of consistency. For example, certain flybot models do not have the ability to think, but because the models are very similar to other models with true intelligence, the entire series is referred to as "flybots" for convenience's sake.

A bot consists of some complicated mechanism into which a bot brain has been integrated. The bot brain operates the mechanism, and the mechanism is essentially useless without the presence of the bot brain. Bot brains are the most sophisticated and irreplaceable elements of any bot. Bot brains are enclosed in heavily-armored, removable cases to permit recovery of the brain if the rest of the mechanism is damaged or destroyed.

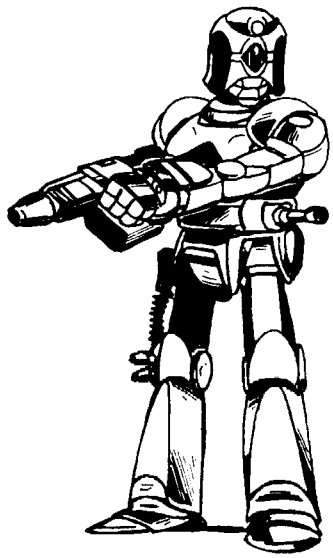
Bot brains are not necessarily interchangeable. One cannot remove a flybot brain and expect it to successfully operate a docbot, since a flybot brain is programmed to fly a flybot, not to repair an injured human. However, bot brains can sometimes be reconditioned by The Computer and reprogrammed for another task.

Because bot brains are no longer manufactured in the Alpha Complex, they are often in short supply, forcing The Computer to try to reprogram available bot brains to fulfill immediate requirements. The reprogramming is not always completely successful, resulting in disappointing performances from the final products. For example, when a docbot is manufactured with a reprogrammed brain from a flybot, there is always some ambiguity when it requests permission for takeoff — is an amputation necessary, or is the brain slipping off into its old programming? Reprogrammed bot brains provide numerous opportunities for entertaining yourself and your players.

19.2.1 Combat with Robots

Combat with robots is similar to combat with human beings. Robots may possess weapon skills just like humans, or be given a flat percentage chance of hitting a target with a weapon. They may have built-in weaponry similar to that available to humans, or may have human-like appendages which can employ weapons designed for humans. (If equipped with more than one weapon, all weapons may be fired in a single round.) Bots may be protected by built-in armor, which is treated in the same fashion as human armor. A warbot may be even more heavily-armored than any human could be.

Therefore a robot's combat characteristics can be summarized by three basic factors: the robot's weapons skills or percentage chance to hit with each weapon it carries, the types of weapons either built in or used in human-like appendages, and the number of shifts to the left on the Damage Table **13.4.1** produced by the robot's armor protection.



A Warbot on alert.

When reading the Damage Table for the effects on the robot, of course terms like "wounded" or "killed" are inappropriate. The following equivalents apply when the victim of a weapons attack is a robot.

19.2.2 Robot Damage Effect Equivalents

Stun: Short Circuit — Momentary short circuit; no action for one round.

Wound: Minor Damage — Damage requiring a minor repair; no action for one round; minor malfunction. (Two minor damage results equal a major damage result.)

Incapacitated: Major Damage — Serious damage resulting in severe malfunction or complete disablement (according to the gamemaster's whim); repairable only with the treasonous skill of Robot Major Repair. (Any subsequent Minor Damage or Major Damage result equals Destroyed.)

Kill: Destroyed — Completely disabled; damage unrepairable. Parts salvageable (particularly the well-protected bot brain).

Vaporized: Total Loss — No parts salvageable

If a damage result calls for minor or severe malfunction, the robot may act in unpredictable or unusual ways. Improvise freely for the amusement and discomfort of the players.

19.3 DOCBOTS

Docbots are medical robots. They range in complexity from simple first-aid to fully-automatic surgery-and-intensive-care units. Each model is rated for its medical skill, from the Docbot Model I (medical skill level 3) to the room-sized Docbot Model XII (medical skill level 15).

The docbot most familiar to Troubleshooters is the Model V. Its body is shaped like a small, powerful human dwarf, and it can travel almost anywhere a human can. In its massive torso it stores the equivalent of a small mobile medical unit, including a veritable pharmacopoeia of drugs (pain-killers, coagulants, peptides, amphetamines, emetics, etc.), medical supplies, a small chemical/biological analysis unit, an ample supply of plastiflesh, and emergency surgical gear.

Since the Model V can set limbs, staunch bleeding, and seal all but the most ghastly wounds, even a very serious injury need not lead to death if a Model V is nearby. With drugs, even a severely-wounded victim can be anesthetized and hopped-up enough to cheerfully charge back into combat. (On a mission, the authorized operator has complete authority to order the docbot to use whatever treatment is necessary to return a Troubleshooter to operational effectiveness.)

The Model V has a security clearance of BLUE, but it is often assigned to missions under the control of characters of lower security clearances. When a docbot is assigned to a mission group, one member of the group (not necessarily the group leader) will be assigned as its controller; it will obey only his orders. The controller may assign a second controller in the event of his untimely death; the second controller may assign a third controller in the event of his untimely death, and so forth.

19.4 JACKOBOTS

Jackobots are all-purpose robots designed to perform any task which a human can perform. They stand about 1.5 meters tall. The transport module is a flexible, articulated chassis with two sets of soft plastic treads. On this chassis is mounted a turret-like cylinder roughly corresponding to a human torso. On top of the cylinder is a cluster of sensors and communications equipment that corresponds to a human head in size and basic function. Two arms that mimic the function of human arms extend from the cylinder.

Jackobot bot brains have true intelligence, and therefore develop human-like personalities. In addition to this firmware, jackobots have a large reprogrammable memory which permits them to plug in skill modules. Thus, any jackobot has potentially any skill, if it is supplied with the proper memory cartridge. Because of the memory limitations of individual models, only a certain number of skill programs can be resident in memory at any one time. However, a jackobot can reprogram itself within three combat rounds simply by unplugging one cartridge and inserting another. (*To find the number of skill points a jackobot can store in memory at any one time, multiply the second digit of the model number by 5.* For example, a Jackobot Model 350 can retain up to 25 points worth of skills in memory.)

19.5 WEAPONS AND ARMOR

The use of weapons and armor is described in section **13.**, "Combat." The Weapons Availability Table **19.5.1** indicates costs, security clearance, and whether the weapon is available only on an experimental basis. The Shell Availability Table **19.5.2** indicates the cost, security clearance, and experimental status of the shells available for cone rifles and slug-throwers. The Armor Availability Table **19.5.3** indicates the cost, security clearance, and experimental status of various types of armor.

19.5.1 Weapons Availability Table

(see charts and tables)

19.5.2 Shell Availability Table (see charts and tables)

19.5.3 Armor Availability Table (see charts and tables)

19.6 COMMUNICATIONS EQUIPMENT

The Communications Equipment Table **19.6.3** indicates the costs, security clearances, and experimental status of a variety of communication devices. Communicators are available as independent units for the use of characters. They may also be installed in vehicles. The vehicles rules (**20.**) describe which vehicles carry communications equipment and what type of communicator each vehicle carries.

19.6.1 Communication Device Descriptions

• **Field Telephones:** These devices consist of two or more phones, a power source, and lengths of wire connecting the power source and the individual phones. Messages are transmitted along the wires, which may be strung out on the ground or buried beneath the surface (to hide the wires and to protect them from damage). Messages can be transmitted without breaking radio silence, but mobility is restricted by the wire. The wire is also easily cut. Gauss weapons also disrupt any field telephone within 500 meters.

• **Shielded Field Telephone:** These are identical to field telephones except that the wire is shielded from gauss weapon effects.

• **Com I:** These are the equivalents of walkie-talkies. They can broadcast on five channels and have a range of about 10 kilometers. If a more powerful communications device is within the range of a Com I, the Com I's signals can be relayed over the more powerful device, thus extending its effective range.

• **Com II:** These are more powerful versions of the Com I. They can broadcast anywhere on the radio spectrum and permit selection of the wavelength for broadcasting. They can also scan the spectrum for other units broadcasting at other frequencies. Com II's have a range of 100 kilometers at short wavelengths, and a range to the horizon at longer wavelengths.

• **Com III:** These are more powerful versions of the Com II. They have a virtually unlimited range. At shorter wavelengths, they can blanket the earth, while at longer wavelengths they can reach to the horizon or line of sight. Because of their weight and power they are not portable, and are usually installed in vehicles (e.g., flybots).

• **Com IV:** These are similar to Com III units, except that they can broadcast simultaneously on up to 100 different wavelengths. In addition, Com IV units have input jacks which permit various telemetry devices to be connected to the units. For example, an electronic thermometer could be connected, and the unit would then broadcast a signal indicating the current temperature on a wavelength chosen by the user. These units are most often installed in unmanned probes or in sophisticated robot units. Their transmission rate is extremely high, the equivalent of modern-day space probes.

19.6.2 Standard Communications Procedures

Characters are required to remain in communication with the Alpha Complex at all times. Failure to do so may result in acquisition of treason points. Consequently, on long-range expeditions, each character is required to carry a Com II, unless the party is equipped with a flybot or other vehicle which is equipped with a Com II, or III, or IV. In the latter case, each party member is required to carry a Com I; transmissions from all Com I's are relayed to The Computer by the more powerful units. The coms carried by the characters transmit to The Computer at all times, allowing it to monitor what goes on during an expedition. The com units can be turned off, but a character who wishes to turn his com off during an expedition must first obtain permission from The Computer. If the com is turned off without proper authorization, the character will earn treason points.

19.6.3 Communications Equipment Table (see charts and tables)

19.7 OTHER EQUIPMENT

The cost, security clearance, and experimental status of various miscellaneous equipment items is listed on the Other Equipment Table (**19.7.1**). The function of most of these items is self-explanatory. (There are no special rules for the use of mosquito netting, for example.) However, a few types of equipment bear some explanation.

19.7.1 Other Equipment Table (see charts and tables)

19.7.2 Multicorders

Multicorders are all-purpose detection devices. Each multicorder is fitted with a variety of sensors. They are operated with the use of multicorder programs which come in the form of microchips. These programs permit the multicorders to process and display the sensor data in various useful ways. Because of the variety of different sensor arrays available on the various multicorder models, some programs are available only for certain models; some programs are available for several or all models. In the latter case, a given program may have a wider range of applications on the more powerful models, since the more powerful models are equipped with more and better sensors and with greater processing power.

MULTICORDER MODELS:

• **Multicorder Model I:** This portable device is often carried on wilderness missions or as backup on other missions. Only one program may operate at any one time.

• **Multicorder Model II:** This is available as both a vehicle installation and as a rather bulky portable model. It has a capacity for three programs at one time.

• **Multicorder Model III:** This is available only as an installed device in vehicles or large bots. Up to five programs may operate simultaneously.

• **Multicorder Model IV:** This is the most powerful multicorder, available only as an installed device in vehicles or large bots. Up to ten programs may be operating simultaneously.

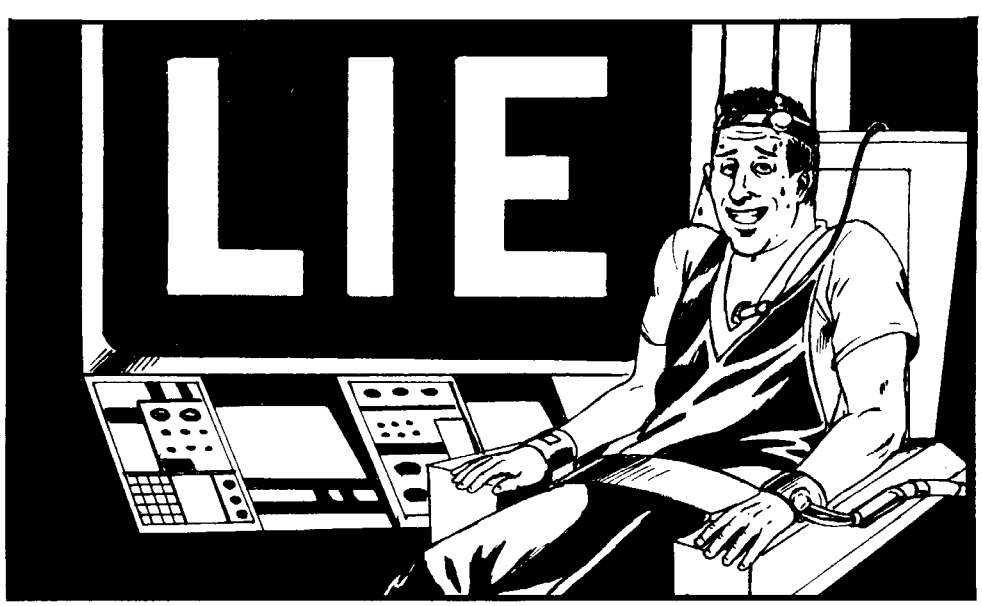
MULTICORDER PROGRAMS:

• **Radar:** *Available in all models.* Displays a variety of processed radar images in various scales. The effective range of the radar varies with model number: Model I - 1 km; Model II - 10 km; Model III - 100 km; Model IV - 1000 km. (The maximum range is never greater than direct line-of-sight.)

• **Infrared:** *Available in all models.* Displays a variety of processed infrared images in various degrees of magnification with overlays interpreting temperature levels. Hot areas appear brighter than cool areas. Animals and humans will appear lighter than the surrounding terrain, while a jet's contrail would be distinctly brighter. The effective range varies with the model number: Model I - 100 m; Model II - 1 km; Model III - 10 km; Model IV - 10 km.

• **Lie Detector:** *Available for all models.* The multicorder is connected to electrodes which are attached to the subject. The multicorder then interprets the subject's responses to a series of questions indicating which of the subject's statements are true, false, or ambiguous. The test is only partly reliable. A subject's chance of lying without being detected is his believability bonus, unmodified by any skills.

• **Radio/Radar:** Displays a variety of processed images indicating the location of radio/radar emissions in the vicinity. Also serves as a radio receiver. Effective range varies with the model number: Model I - 10 km; Model II - 100 km; Model III - 1000 km; Model IV - 5000 km. *Available for all models.*



• **Visible Light:** Operates like a video camera, with a variety of enhancements like magnification, image recognition, and filtering. This is used as the visual sensor element in most robots, permitting the robot to broadcast what he "sees" directly to an operator, monitor, or The Computer. *Available for all models.* Range is line of sight.

• **X-Ray:** *Available only for Models I & II.* Allows unit to be used as a portable X-ray machine, primarily for medical purposes. Range - 3 m.

• **Radioactivity:** Displays graphic representations of radioactivity levels and types of radioactivity in the environment. *Available only for Models II through IV.*

• **Translator:** *Available for all models.* Each program permits basic translations of one language into another. The more sophisticated the Multicorder, the more refined and reliable the translation. All models translate spoken language; Model IV permits limited translation of printed material in certain languages.

• **Dead Reckoning:** *Available for all models.* Stores and displays a variety of maps, or accesses map libraries via radio. When the program is running, the operator must input current position; thereafter, the unit will display the map on request with current position, route, and identified features on the map.

• **Psi Phenomena:** Detects and graphically displays psi activity in the environment. Experimental and unreliable. Presence of psi activity is detected with some reliability. Indication of direction of psi activity from unit is somewhat unreliable. Indication of range of psi source is extremely unreliable. (Psi activity is defined as the use of any psionic mutant power.) *Available only for Models II through IV.* Range varies with model number: Model II - 0-25 m(?); Model III - 0-100 m(?); Model IV - 0-1000 m(?).

• **Toxic Analysis:** Identifies most of the more common toxic substances. Samples are placed in a small lab unit connected to the multicorder. Rarer and more subtle toxins may not be identified. *Available for all models.*

• **Life Form Recognition:** Compares visual, X-ray, infrared and other data with library references to identify plant or animal forms. Provides a concise summary of significant facts about the lifeform and permits remote radio access to more complete reference libraries. Programs are available for various different ecological provinces; life forms not native to that province will probably not be identified properly. *Available for all models.*

• **Bot Damage Analysis:** Runs a series of tests designed for each specific type and model of robot to determine nature and extent of any damage or malfunction. Note: does not indicate alterations in software or "robot insanity." *Available for all models.*

• **Disease Analysis:** Analyzes tissue and blood samples for foreign bacteria, viri, etc., as well as chemical imbalances, genetic diseases, and so forth. Standard installation on many docbot models. *Available for all models.*

• **Recorder:** *Available for all models.* May operate like a sound or video tape recorder, and can also record data, images, and interpretations from any other multicorder program. The recorder program is routinely loaded into the portable or vehicle-installed multicorder assigned to each Troubleshooter mission. The recorder program may thus provide a complete record of a party's activities. Often the data recorded is simultaneously broadcast directly to The Computer to permit it to monitor the mission's progress. It is a treasonous act to interfere with the multicorder in such a way as to prevent it from maintaining a complete record of a mission's activities.

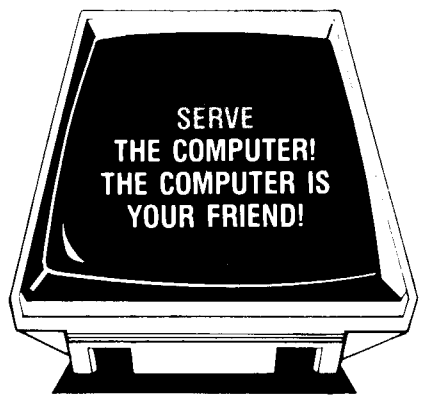
• **Self-Destruct:** Loading this program into a multicorder causes the unit to wipe all currently loaded or recorded tapes. The hardware is not damaged, but new program tapes will be required before the multicorder can be used again. *Available for all models.*

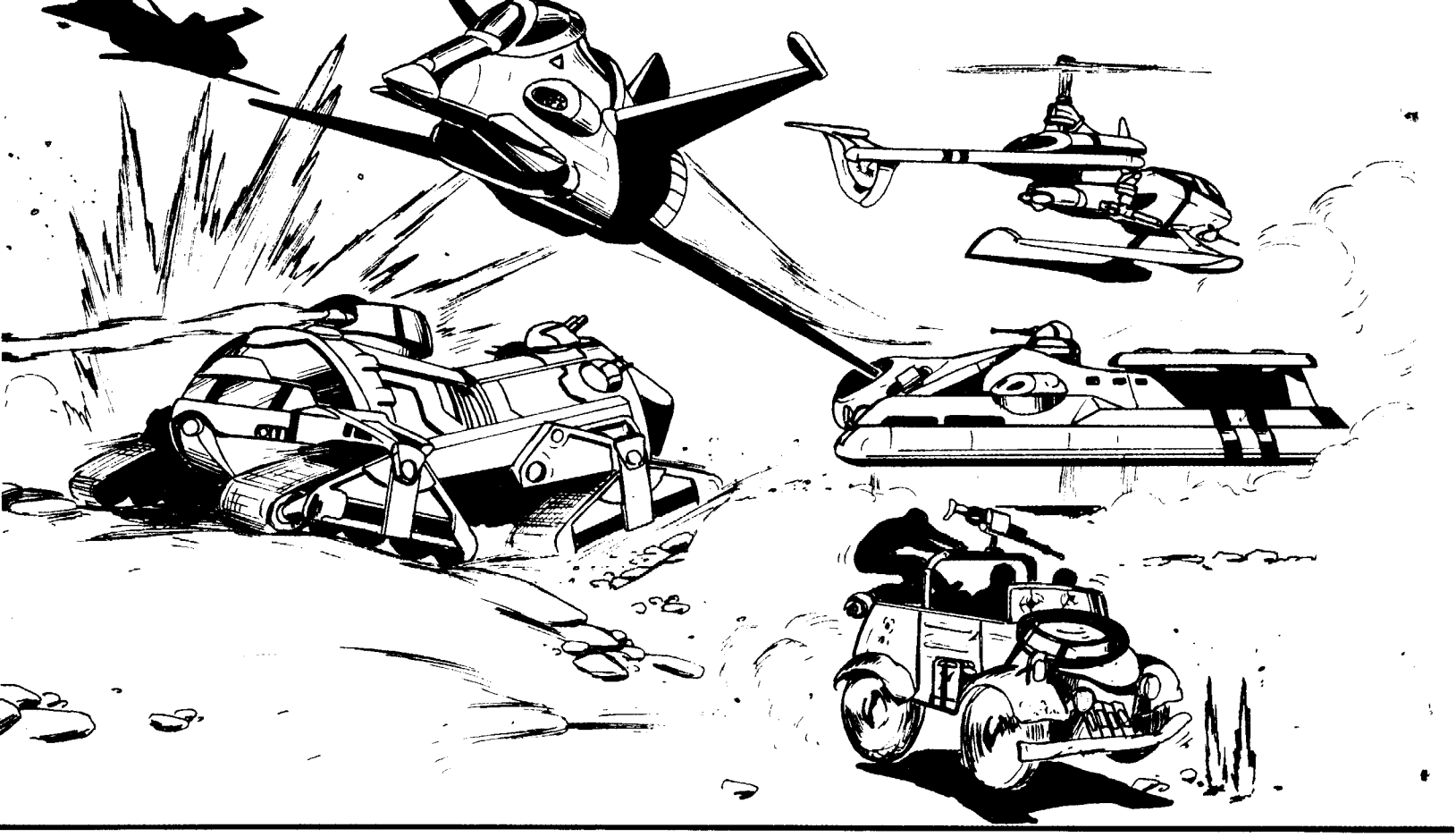
19.7.3 Miscellaneous Items

• **Decon Suit:** This is a plastic-and-lead suit which covers the entire body and provides its own air supply for 1 hour. (Replacement air tanks can extend the air supply.) It is used to enter areas suspected of having radioactive, chemical, or biological contamination. The suit is neither heated nor air-conditioned, and can become very uncomfortable in extreme temperatures.

• **Pocket Assay:** This device provides a chemical analysis of a given sample. A character using this device has a percentage chance to accurately interpret the pocket assay's analysis; this chance is determined by the character's chemical engineering skill.

• **Tube Tent:** A one-man emergency bivouac unit. Standard issue for wilderness missions. Provides nominal protection from precipitation and extreme temperatures.





20. VEHICLES

All vehicles are under the control and supervision of The Computer. No citizen (legitimately) owns a vehicle as personal equipment (though an ULTRAVIOLET clearance permits a citizen to commandeer any vehicle at will). Vehicles are temporarily assigned to Troubleshooters according to the needs of each mission and according to the availability of vehicles.

20.1 VEHICLE OPERATION

Any character with vehicle services skill can normally operate a vehicle on autopilot with the assistance of The Computer or the vehicle's bot brain. Any character with "operation and repair" skill can operate a vehicle on manual drive under normal operating conditions. Any character with a *specific* operation and repair skill (crawler, autocar, hover, flybot, copter, or vulture) can operate a vehicle on manual controls while in combat.

Inadequately skilled operators always manage to get themselves into some kind of trouble — frequently *fatal* trouble. Even if they are fortunate enough to survive their mistakes, they are faced with the prospect of stiff fines for damaging valuable equipment. Of course, this encourages Troubleshooters to be very careful with their assigned vehicles. Unfortunately, being very careful isn't always enough.

The Vehicle Table **20.4.5** gives the security clearance of each type of vehicle. This is the security clearance at which a character can find out all the capabilities of a vehicle; that is, at that security clearance, he is entitled to review the vehicle's operations manual.

Often characters of a lower security clearance will be assigned as operators for a mission. These characters will be ignorant of many of the vehicle's capabilities (weapons, sensors, communications devices, maximum speed and altitude), and will have to rely on the vehicle's automatic systems. In short, the poor operator may not know everything he would like to know about the vehicle he is assigned to operate.

When a vehicle is operated by a character of a security clearance lower than normally required, the vehicle will normally not use its weapons and will only move and maneuver at slow speeds. It will only move at maximum speed when it receives a recall signal. However, a bot brain may sometimes respond to a direct order from an operator regardless of his security clearance. For instance, a bot brain may respond to a general command like "Fire main armaments!," or "Initiate evasive action," or spurious logic may convince it to comply with an operator's command.

When a vehicle is equipped with a bot brain, the operator usually does not use manual controls, but instead issues spoken orders to the bot. Manual controls are hidden in panels, bulkheads, etc. The bot can be ordered to open up the manual controls and release control of them, but will refuse such an order unless the issuer is of sufficiently high security clearance. If a bot brain is dead, the panels hiding the manual controls can be opened, assuming the person doing so can figure out where the panels are and how to open them.

Similarly, a vehicle's bot will refuse to provide information about its own capabilities unless the asker is of sufficient security clearance. As a result, the players may often be in the interesting position of knowing nothing about their vehicle and being unable to find anything out about it except by (potentially dangerous) trial and error.

20.2 VEHICLE TYPES

• **Crawler:** This is a tracked all-terrain vehicle used in missions in the Outdoors. Crawlers come in various sizes and designs. Some are specifically intended to carry personnel; some are for transporting raw materials from the Outdoors; some are armored and designed for military applications. They are relatively slow but can travel in extremely rough terrain and are capable of amphibiously crossing streams and small lakes and rivers.

• **Autocar:** This is the most common type of vehicle used in Alpha Complex, corresponding to modern personal cars, small trucks, and vans. They are "auto" cars in the sense that they may be slaved to automatic guidance systems that run beneath the surface of all the roadways in the Alpha Complex, but they may also be operated manually for unusual maneuvers or where the guidance systems are no longer properly maintained. They come in all shapes and sizes and are in relatively good supply.

• **Hover:** This is specialized variety of air-cushion vehicle that was very popular in Old Reckoning times. It is still used in the Outdoors when missions permit using the ancient roadways. Hovers can also cross lakes and large rivers. Hovers are capable of high speeds on good road surfaces and across calm waters, but they are not safe in difficult terrain or in rough water. They are also relatively light, and therefore make poor combat vehicles, since they bear little armor or armament. Hovers come in various sizes, but the four-to-six man version is most commonly used for Troubleshooter missions.

• **Copter:** These are very similar to modern helicopters, except that small, two-man models are relatively common. In addition to personnel carriers, transports, and gunships, there is also a small combat jetcopter capable of high speeds and agile maneuvers.

• **Flybot:** This is a general term for a variety of aircraft designs that have one feature in common — robot guidance systems. Less sophisticated flybots have no more than elaborate auto-pilots and computer-assisted combat capabilities. More complex flybots are guided by bot brains with true intelligence (and personalities — just like people, varied and unpredictable). For most missions flybots are assigned to low clearance Troubleshooters, since they often lack the skills and clearances to manually operate any other aircraft. The most serious problems in dealing with flybots have to do with the often quirky robot intelligence that guide them. (For details on flybots see section **20.6**.

• **Transbot:** This vehicle corresponds to the tractor-trailer/railroad transport systems of the modern world. Each transbot is guided along the transport roadways of the Alpha Complex by a built-in bot brain in cooperation with the automatic guidance and traffic systems of The Computer. Transbots can be guided manually by skilled operators along sections of roadway where the automatic guidance systems are no longer maintained or where they were never installed. Transbots can also be used on surface roads in the Outdoors (if the roads have not deteriorated significantly). Transbots are not designed to carry passengers, but ingenious Troubleshooters and traitors manage to catch rides on transbots in the same way that bums used to jump old-fashioned freight trains.

• **Vultures:** This is a general term for a variety of combat and close support aircraft used by elite units of the Armed Forces service group. They represent the acme of Alpha Complex's military strength, and are often equipped with the latest technology in weapons, sensors, and guidance systems. (For more details on Vultures, *see* section **20.7.**)

20.3 VEHICLE MOVEMENT AND MANEUVER

With ***Paranoia's*** dramatic tactical combat system, the gamemaster improvises all the details of vehicle movement and maneuver. No hexes and movement rates. No opportunity for tactical wargaming and careful rules exploitation. Just dramatic action and role-playing.

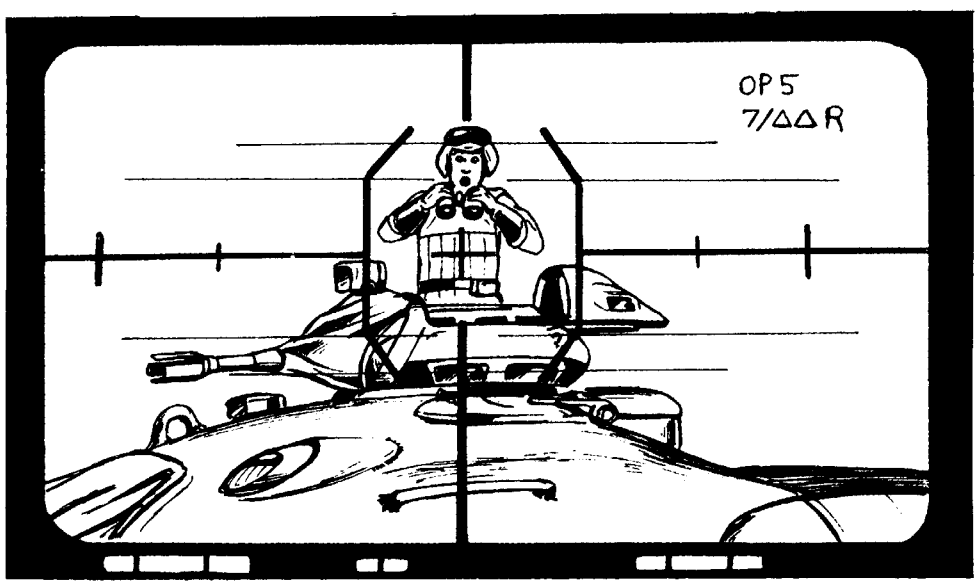
The procedure goes like this:

1. A player describes the maneuver he wants a vehicle to perform. (The logical player to do this is the player whose character is operating the vehicle.)

2. The gamemaster considers the player's request. Is it plausible? Could the vehicle perform such a maneuver? How skilled is the operator? (The gamemaster can require a skill check if the maneuver is dangerous or unusual, or if the operator is unskilled.) How does the bot brain feel about this? What other factors might affect the intended maneuver? (Is the vehicle under hostile fire? Has it been damaged? How reliable is the design, construction, and maintenance?)

3. The gamemaster makes a judgement and describes how successfully the vehicle performs the requested maneuver. Routine maneuvers should usually go without a hitch. Difficult or dangerous maneuvers with unskilled operators should often turn out very badly. The vehicle may go out of control and crash. The wheels may fall off because of slipshod maintenance or sabotage. The wings may fall off in a high-G combat maneuver. Instead of skimming over a tree, a flybot may attempt to ram and board it.

Be dramatic. Be entertaining. Scare them to death. Reward ingenuity and bravery with thrilling success (or ironic engine failure). It's your move. Just make sure your players have a sense of some ability to influence events with cleverness and audacity. Make sure the action is (usually) at least plausible, though an occasional implausibility is common fare in all adventure action. And don't over do the "Crash-you're-dead" stuff. That can be amusing once in a while, but a steady diet of it will drive your players back to watching network TV.



Supersonic, class 5 missile about to impact on clone target, leaving vehicle intact.

20.4 ATTACKING VEHICLES AND THEIR OCCUPANTS

When attacking a vehicle and/or its occupants with a weapon, the attacker has two options. He may either shoot at the occupants or the vehicle.

• **OPTION 1:** *Shooting at Occupants*

1. Adjust the attacker's hit percentage according to the Vehicle Combat Modifiers Table (**20.4.1**) and roll to determine if the attack is successful.

2. If the attack is successful, consult the Vehicle Armor Table (**20.4.3**). Cross-reference the weapon type and vehicle type to yield an armor result. If the result is a dash, the occupant receives no protection from the vehicle. If any other result is found, the armor does provide protection. Shift left on the Damage Table (**13.4.1**) as many columns as indicated by the Vehicle Armor Table result.

Note: Vehicle armor is cumulative with personal armor. If the occupant is wearing armor, add the Armor Table (**13.4.4**) result to the Vehicle Armor Table result to find the total shift to the left on the Damage Table (**13.4.1**). Roll on the Damage Table to determine the damage effects on the occupant. Roll as usual on the Hit Location Chart (**13.4.5**) to determine where the occupant is affected.

• **OPTION 2:** *Shooting at the Vehicle*

1. Adjust the attacker's percentage to hit according to the Vehicle Combat Modifiers Table (**20.4.1**) and roll to determine if the attack is successful.

2. If the attack is successful, consult the Vehicle Armor Table (**20.4.3**). Cross-reference the weapon type and vehicle type to yield an armor result. If the result is a dash, the vehicle receives no protection from its construction or armor. If any other result is found, the vehicle's contruction or armor does provide protection. Shift left on the Damage Table (**13.4.1**) as many columns as indicated by the Vehicle Armor Table result. Roll on the Damage Table (**13.4.1**) to determine the damage effects on the vehicle.

3. Roll on the Damage Table (**13.4.1**) to determine the damage effects on the vehicle.

4. If a damage effect of Minor Damage or Major Damage is found, roll on the Vehicle Hit Location Chart **20.4.4** to determine what part of the vehicle receives the damage. (If the vehicle is Completely Destroyed or Vaporized, any interest in the location of the damage is academic.)

5. Unless the vehicle crashes as a result of damage or it is Completely Destroyed or Vaporized, the occupants are not affected.

6. If the vehicle crashes as a result of damage or if it is Completely Destroyed or Vaporized, roll on the Vehicular Accidents and Falling from Great Heights Table (**14.3.1**) for each occupant of the vehicle to determine the damage effects on each occupant. Normally the determining factor is the speed of the crashing vehicle, which must be estimated by the gamemaster. However, the gamemaster may permit a

strength or agility check (or power index check, to simulate the element of pure luck) to enable a character to jump from a crashing vehicle or aircraft. In that case, the gamemaster may, at his discretion, permit rolling on a more favorable column.

Note: Normally melee, primitive melee, and primitive aimed weapons will have no effect on vehicles or their occupants. However, if a character attempts such a dramatically correct but absurd attack on a vehicle or its occupants, play it by ear. If a Troubleshooter armed with no more than a hand-made bow is standing up against traitors in a flybot, perhaps that arrow will find its mark in a jet intake or an operator's eye. When in doubt, give them a chance (05% or whatever seems appropriate.)

20.4.1 Vehicle Combat Modifiers Table (see charts and tables)

20.4.2 Vehicle Weapons Effects Table (see charts and tables)

20.4.3 Vehicle Armor Table (see charts and tables)

20.4.4 Vehicle Hit Location Table (see charts and tables)

20.4.5 Vehicle Table (see charts and tables)

20.4.6 Vehicle Damage Effects

Distraction — Near miss or insignificant damage that distracts the operators and occupants of the vehicle. No alteration in course or use of offensive or defensive weapons is possible for 1 combat round.

Minor Damage — Roll on the Vehicle Hit Location Table **20.4.4** to determine the vehicle location or system affected and the nature of the damage effect. Minor vehicle repair required to eliminate negative effects of damage.

Major Damage — Roll on the Vehicle Hit Location Table **20.4.4** to determine the vehicle location or system affected and the nature of the damage effect. Major vehicle repair required to eliminate negative effects of damage.

Completely Destroyed — Vehicle crashes or is permanently disabled. No repair is possible. Roll on the Vehicular Accidents and Falling From Great Heights Table **14.3.1** to determine the effect on the occupants (*see* **20.4, Option 2,** point **6.** for details).

Accidents will happen.

Vaporized — Materials with low melting points are vaporized. Everything else gets red hot and falls apart. You have damaged valuable equipment, and are a traitor. Turn yourself in for immediate execution. Roll on the Vehicular Accidents and Falling From Great Heights Table **14.3.1** for effect on occupants (*see* **20.4, Option 2,** point **6.** for details).

Note: Crash effects arising from this case or as a consequence of table **14.3.1** should be tailored to fit the nature of the situation, within the dictates of common sense and/or manic glee.

20.5 VEHICULAR WEAPONS

Most vehicles used on missions by Troubleshooters are equipped with one or more weapon systems.

If the vehicle is operated by a bot brain, the bot itself may fire the weapon(s). The base chance of hitting is 15% plus 5% times the first digit of the bot's model number. (For example, a Model 716 flybot has a base chance to hit of 50%.)

All vehicles also have manual controls for vehicular weapons, and a character may man these controls and use his own vehicular weapons skills to fire the weapon(s). Weapons of vehicles without bot brains can only be fired manually. Vehicles with bot brains will normally turn over their weapons to manual control only if so ordered by The Computer or by a character of the appropriate security clearance; however, in emergencies, a bot brain may decide on its own initiative to permit characters of inadequate security clearance to fire its weapons manually.

If a vehicle is equipped with more than one weapon system, the bot brain (if any) can fire all of them in each combat round. If such a vehicle's weapons are operated manually, one individual is needed to operate each weapon. It is perfectly possible for some of a vehicle's weapons to be operated manually while the bot brain fires the other weapons.

Vehicular weapons are normally mounted in the front of a vehicle and can be depressed or elevated to 70 degrees. Some vehicles have turret-mounted weapons which can fire 360 degrees around the vehicle, but can be depressed by only 20 degrees.

20.5.1 Vehicle Weapons Special Rules

• **Laser Cannon:** These are large lasers mounted on vehicles. Laser Cannon I weapons are charged from a capacitor. Recharging the weapon after firing takes 10 combat rounds. Laser Cannon II weapons have large capacitors, and can fire three times before recharging. Recharging takes 5 combat rounds. Laser Cannon III weapons have massive power systems that permit an unlimited rate of fire of one shot per combat round, but the power systems are so massive that only the largest and most powerful vehicles can carry them.

• **Sonic Blaster:** The sonic blaster delivers a sonic shock wave in a 60 degree arc to the front of the weapon. Any individual within that arc and within the range of the weapon (50m) may suffer damage.

• **Tube Cannon:** Tube Cannon I weapons are basically vehicle-mounted cone rifles which fires shells at the same range and with the same effect as cone rifle shells. The Tube Cannon I weapons do not have automatic reloaders, so a person must be available to reload the cannon after each firing. The rate of fire is one shell per round.

Tube Cannon II weapons fire shells identical to those of the Tube Cannon I, but are equipped with very fast automatic reloaders. A Tube Cannon II can fire two shells per melee round.

• **Fire-Thrower:** This is a very large, vehicle-mounted flamethrower. It fires ten times before it needs reloading.

• **Missile Rack:** This is a mount for a missile. Each rack may hold one missile. When the missile is fired, the rack must be reloaded with a missile before it can be fired again. Missile racks can only be reloaded from the outside of the vehicle as it is resting stationary, so they cannot normally be reloaded during combat. Each missile moves at 300 m/sec, and remains live for 10 combat rounds (unless it is triggered before then). A missile consists of four parts; the warhead (identical in effect and variety to Tube Cannon I shells); the propellant (which moves the missile); a fuse (identical to the varieties available for cone rifles); and a homing device. Below are the available types of homing devices.

None: The missile continues in the direction it was fired until the fuse is triggered or the propellant is exhausted.

Heat-Seeking: Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the largest heat source. This is normally the enemy target vehicle, but may sometimes be, for example, the sun, a forest fire, or some other misleading source.

HARM: Each combat round the missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the greatest source of radio emissions. This is normally an enemy radar, but may sometimes be a Com unit, a broadcast station, etc. (The enemy may foil the missile by turning off his radio emission sources, if he has the wit and time to do so.)

Radar Homing: Each combat round this missile examines all objects in a 60 degree cone to the front of the missile, and heads in the direction of the object which presents the largest radar signal. This is usually the biggest, most metallic object in the sky, though, for example, chaff or a large metallic object on the ground could divert the missile.

Painted Radar-Homing: The vehicle which fires the missiles must continue following the target of the missile, "painting" it with a radar signal put out by the vehicle. The missile heads for the "painted" target. If the pursuing vehicle changes course and ceases to paint the target, the missile no longer homes on its target and will continue on its last course.

Painted Laser Homing: This is identical to painted radar-homing, but the painting signal is put out by laser rather than by radar.

Image Comparison: Before the missile is launched, the controller (the person manning the missile racks or the bot brain) must indicate what kind of vehicle (e.g., Model 516 flybot) is to be the missile's target. Each combat round the missile examines a 60 degree cone to the front of the missile, and heads toward the

nearest target which looks like the vehicle it is told to look for. If there is no appropriate vehicle within the cone, the missile will turn randomly until it sees such a vehicle. (It can be dangerous to tell an image-comparison-guided missile to look for the type of vehicle which originally fires the missile.)

• **Gas Thrower:** This device fills the area around the vehicle with gas of any of the types available for cone rifles or slugthrowers. Essentially, everything within 20 m of the vehicle is affected by the gas. It is usually used by stationary vehicles as a weapon to discourage uninvited aborigines. A gas thrower is normally equipped with a gas reservoir which allows the weapon to continue operation for 10 combat rounds, though large vehicles may employ larger reservoirs.

• **Anti-Missile Lasers:** This is a battery of several dozen low-power lasers which are designed to fire all in the same general direction at once. It is aimed at an in-coming missile in an attempt to destroy it before it strikes the firing vehicle. If a character or a bot operating an anti-missile laser succeeds in hitting his target, the incoming missile is destroyed. Anti-missile lasers can also be used against individual targets, such as human beings, but they do not do much damage because of their low power. (If used against human beings, the damage effect is equivalent to the effect of a laser pistol.) Anti-missile laser batteries are usually mounted at the rear of the vehicle, since missiles often pursue a fleeing vehicle.

• **Smoke Generator:** When a smoke generator is operated by a stationary vehicle, it increases the "L" (anti-laser) armor protective rating of the vehicle. The shift to the left on a damage effect chart is 1 column per point of skill of the operator. For example, a character with Smoke Generator (5) would increase the armor protection by five column shifts. If the smoke generator is operated by a bot brain, the laser protection would shift left on a damage chart by a number of columns equal to the first digit of the bot model number. For example, a Model 516 flybot with a smoke generator would produce 5 shifts to the left on a damage chart against laser fire.

When the vehicle is in motion while the smoke generator is operating, it provides no protection against laser weapons, but a painted laser homing device may lose its target and go off in a random direction. The chance of this occuring each melee round is the operator's base percentage with the Smoke Generator skill, or, if operated by a bot brain, 5% times the first digit in the vehicle's model number. (For example, a Model 816 flybot would have a 40% chance per round of misleading the missile's homing signal.)

• **Chaff Casters:** These devices may divert a radar-homing or painted radar-homing missile from its target. If the weapon operator rolls his weapons use percentage successfully, the missile is diverted. After ten uses the caster must be reloaded. **Note:** The chaff put out be chaff casters is not the same as modern chaff. Chaff in ***Paranoia*** consists of silicon flechettes printed with microcircuitry which generates a violent electromagnetic flux, disrupting radar and radio communication.

• **Radar Jammers:** They work in the same way as chaff casters. Radar jammers also prevent any radio communication within 10 km of the jamming device.

• **Gaussers:** Gaussers work in essentially the same way, but also affect HARM missiles.

• **Heat-Maskers:** These work in the same way as chaff casters, but affect heat-seeking missiles only.

• **Sonic Shields:** These work in the same way as smoke generators do on stationary vehicles, except that Sonic Shields increase a vehicle's armor protection rating against sonic weapon ("S"). Sonic Shields are also effective even when mounted on a moving vehicle.

20.6 FLYBOTS

Flybot is the generic term for military aircraft which are primarily designed as cargo and personnel transports rather than attack craft. They are armed but are generally less powerful in combat than a comparable Vulture or Assaultbot.

When Troubleshooter groups are sent on missions which take them far from the computer complex into the Outdoors, they will usually be assigned a flybot as primary transport. A Model 816 is the most suitable, but a Model 716, 616, or 516 may be assigned for low priority missions, or if there is a current scarcity of operational Model 816's. The Model 916 is reserved for missions of special importance to The Computer, or for Troubleshooters with the distinctive status of high security clearances.

Flybots of Model 616 and above are equipped with a recall mode. When such a flybot is assigned to a mission group, the leader will be told what the flybot's recall code is. The code is a single word or phrase that initiates the recall mode. In recall mode, the flybot immediately shuts all doors, windows and canopies, puts all defensive systems into operation, and takes off on automatic guidance systems for the computer complex at maximum speed. When the recall mode has been entered, the flybot's course can only be altered by a direct override from The Computer. Nothing any of the characters can do can change the flybot's course unless they can get in contact with The Computer and convince it to override the recall directive.

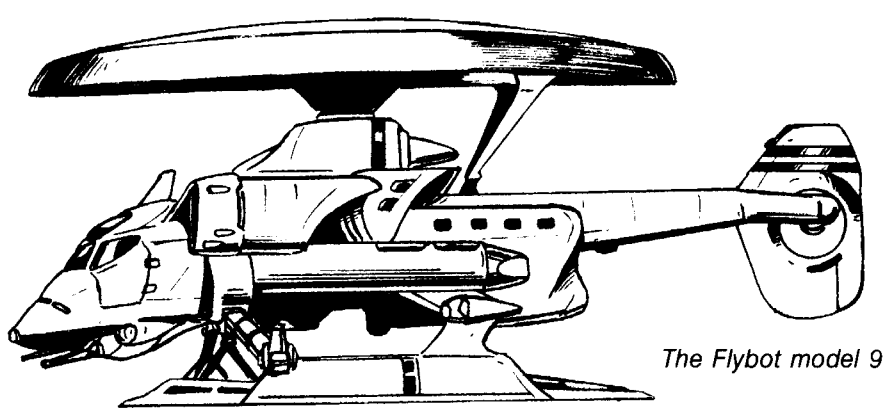
The Model 516 carries four persons with minimal gear. It vaguely resembles a miniature sub-compact car with oversized wheels, four doors, and more plastic than metal in its construction. Accommodations are horribly cramped. It is equipped with a Com II and a forward-mounted Laser Cannon I. The flimsy construction provides no more protection for occupants than a sturdy shower curtain, and the Model 516 has a disconcerting habit of coming apart in mid-air when coaxed into slightly challenging flight maneuvers. This is not the most popular flybot model among experienced Troubleshooters.

• **Model 616:** This model is not equipped with a bot brain, but it has a fairly sophisticated autopilot which can follow a programmed course. The Model 616 is a military version of the hover vehicle, an air-cushion vehicle equally at home on clear terrain or over calm waters. It normally travels only several feet above the land or water's surface, but on full power can rise up to ten feet in the air, though it is not designed for prolonged operation in this mode.

The Model 616 is more sturdily constructed than the Model 516 and provides more protection from hostile fire for its occupants. It seats six with adequate room for expedition gear. It is equipped with a Com III, radar and infrared sensors, and a turret-mounted Laser Cannon II on the top of the vehicle. Access is through a hatch in the top turret and through an emergency door in the bottom of the craft.

• **Model 716:** This model is equipped with a bot brain. It is a military version of a light copter. It is slow, poorly maneuverable, and infamously vulnerable to attack. Nonetheless it is generally mechanically reliable and perfectly serviceable for missions not likely to encounter hostile aircraft.

The Model 716 is lightly constructed and provides little protection from hostile fire for its occupants. It seats four with minimal gear, or two with full expedition gear. It is equipped with a Com II. Its armament consists of a Laser Cannon I and a Tube Cannon I, both of which are slung beneath the aircraft and normally fired by the bot brain. Its sensors include a Multicorder II.



The Flybot model 916.

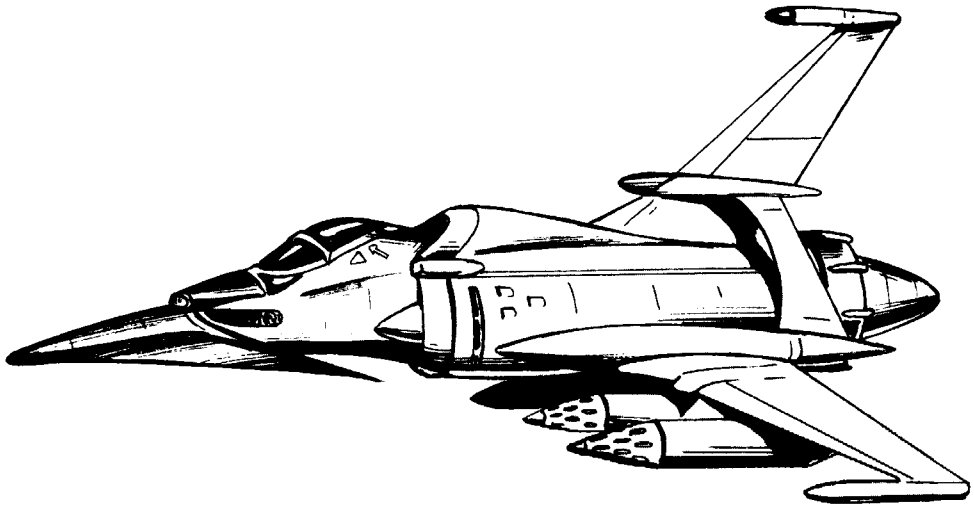
• **Model 516:** This model is not equipped with a bot brain or an autopilot. The only sense in which it is a "bot" at all is in that it has computer-assisted navigation systems capable of responding verbally to spoken requests — it is a very stupid robot indeed.

Its flight capabilities are extremely limited. It is an extremely lightly-constructed wheeled vehicle designed for travel in fairly gentle terrain. A jetcopter unit is mounted on the roof of the vehicle. The rotors are stored away during overland travel, and require about a half an hour to properly rig for helicopter flight. Flight range is very short and its flight characteristics appalling.

• **Model 816:** This workhorse of the Troubleshooters is equipped with a bot brain. It resembles a modern helicopter gunship in size, shape, and flight characteristics. It is generally mechanically reliable and is well-armed and maneuverable enough to hold its own against hostile aircraft.

The Model 816 is well-constructed and pro-

vides fair protection from hostile fire for its occupants. It seats up to 12 with minimal gear or eight with full expedition gear. It is equipped with a Com IV. The armament consists of a forward-mounted Tube Cannon II; a Laser Cannon II mounted on each side, with a field of fire from front to back of the craft, and a smoke generator mounted on the top of the craft. Sensors include a Multicorder III.



The Vulture model 920.

• **Model 916:** This is a heavily-armed/armored version of the Model 816. It is neither swift nor maneuverable; it relies on superior firepower and armor to protect it.

The Model 916 is very sturdily constructed, well-armored, and provides good protection from hostile fire for its occupants. Because of its heavy armor and armament, it carries only eight persons with minimal gear, though it is somewhat larger than the Model 816. It is equipped with a Com IV. The armament consists of a forward-mounted Tube Cannon III, two forward-firing missile racks, a Laser Cannon III mounted on each side (with a field of fire from front to back of the craft), a smoke generator mounted on the top of the craft, and a chaff generator mounted on the belly. Sensors include a Multicorder IV.

20.7 VULTURES

Vultures are designed primarily as fighter/close support aircraft. In addition to a pilot, some models require a weapons specialist. The Vulture 040 series can also accommodate a six-man close-assault team. Fast, maneuverable, heavily-armored, and fearsomely armed, they are the most formidable of all military aircraft.

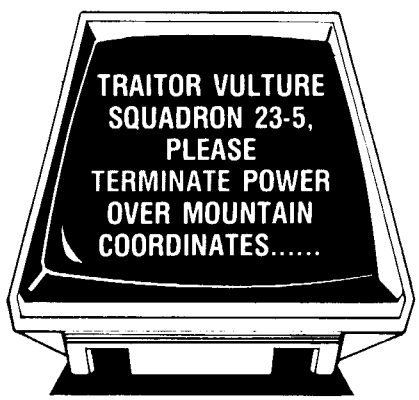
There are models of varying sizes and armament in each series. The Vehicle Table (**20.4.5**) summarizes the individual characteristics of each model within a given series. The general characteristics of each series are briefly described below.

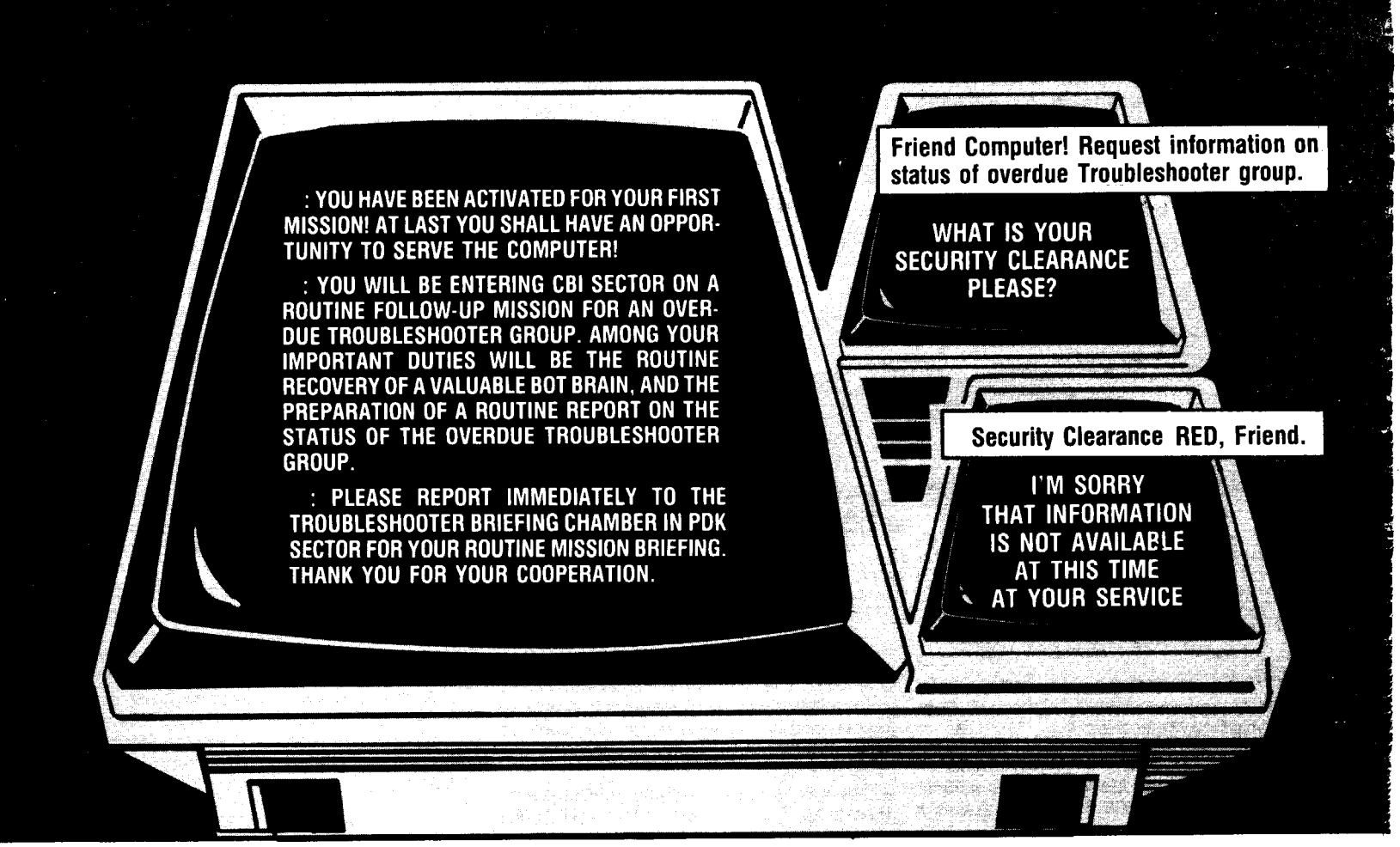
• **Vulture 020 Series:** These are single-seater, vertical-take-off-and-landing (VTOL) jet fighters. The pilot's cabin is located along the top of the fuselage and the missile racks are slung beneath the wings. The 020 series is capable of hovering for brief periods of time, and can take off and land in rough terrain.

• **Vulture 030 Series:** These are designed primarily as close-support aircraft. Although they perform acceptably in air-to-air combat, their primary purpose is to hit targets on the ground. These jet aircraft require airport facilities for takeoff and landing. The delta wings can be swung to present different angles of attack to the air (making it easier to go from subsonic to supersonic flight). The pilot and weapons specialist are housed in a pod which hangs from beneath the fuselage. This is *not* a VTOL aircraft.

• **Vulture 040 Series:** This is designed as a commando-team transport and close-support aircraft. Its primary function is to carry a small team of specialist to a remote target, then provide close-support for those specialists as they perform their mission. Because the 040 series is a VTOL design of unusually massive proportions, it is slow and poorly maneuverable — particularly vulnerable to attack during VTOL landings and take-offs. For this reason, the commando team is usually parachuted or glide-winged to the ground, and only picked up in the VTOL mode. The pilot and weapons specialist are housed in a cabin at the front of the fuselage. The transport cabin occupies most of the rest of the fuselage.

• **Vulture 050 Series:** This series serves primarily as surveillance craft. They carry only a single pilot and are loaded with sensors and electronic counter-measures. No offensive weapons are mounted. They are extremely fast and maneuverable. They also have a very limited VTOL capability, but they are infamously unstable in this mode, and only the finest pilots are assigned to missions which may require vertical take-offs or landings.





21. DESTINATION: CBI SECTOR
A *PARANOIA* ADVENTURE

21.1 INTRODUCTION

A group of brand new RED clearance Troubleshooters are summoned for their first routine mission. To assure a safe and successful initiation into the service, The Computer provides them with an experienced, veteran group leader who can show them the ropes. The mission itself is modest but intriguing — an expedition into CBI Sector, a region that has been closed to the citizens of Alpha Complex for decades.

As the raw recruits wait nervously for their initial briefing, they study each other surreptitiously, ever alert for signs of treason or disloyalty. Which one is the Internal Security plant? Which ones belong to the illegal secret societies spoken of in hushed whispers? Might one amongst them be a treasonous unregistered mutant? Could one be planning even now to sabotage the mission and frustrate the generous intentions of The Computer?

As they worry, they also dream. Will this be my opportunity to rise to ORANGE clearance? Might I serve The Computer well enough to come to its special attention? Perhaps a credit bonus or a commendation may come to me for my valor and loyalty?

And awaiting them is the unknown. CBI Sector. What lies behind the sealed access doors? Why has it been rated for ULTRAVIOLET clearance? Why is a group of RED level Troubleshooters being sent there? Will this really be a simple, routine mission, or is there more here than meets the eye?

Stay alert! Trust no one! Keep your laser handy!

21.1.2 A Sample *Paranoia* Adventure

This adventure is included with the rules for two primary reasons. One, it is intended as an adventure you can use with a minimum of preparation when introducing others to ***Paranoia.***

Two, it is intended as a model of a ***Paranoia*** adventure. It will give you an idea of the tone and atmosphere of a typical ***Paranoia*** adventure. (***Paranoia's*** special features encourage a different kind of adventure than is appropriate for most other role-playing games.) It will show what elements should be prepared before the adventure in order to ensure a smooth and dramatic game session. It will also offer a model for organizing the notes and information that must be prepared for a ***Paranoia*** adventure.

21.1.3 How to Use This Adventure

This adventure is designed with inexperienced gamemasters in mind. The initial sections are the most explicit and detailed, attempting to take the gamemaster step-by-step through the procedure of running a ***Paranoia*** game session. The later sections leave more to the imagination of the GM.

Experienced gamemasters (or inexperienced gamemasters who feel confident in their own vision of how a ***Paranoia*** adventure should be run) may adapt the materials here to their own needs, perhaps using only the basic story idea and the main NPC's to create an adventure of their own. Admittedly it is a lot of fun to make up your own adventures, but if you've never gamemastered a role-playing game before, we suggest you take advantage of the detail and structure that this adventure offers.

Read through the adventure materials in the following order. *First,* read this introductory material (sections **21.1.1-21.1.6**), just like you're doing. *Second,* read the player character materials (sections, **21.13.1** to **21.13.6**) *Third,* read the pre-adventure briefing materials (section **21.2**. *Finally,* read through the episode descriptions (sections **21.3-21.12**).

After this first reading, you will probably want to go back and study each section before you use it in an adventure session. (Or, if you feel like it, just wing it after a first reading. Improvise. This is kind of risky for a rookie GM, but we don't want you to get the impression that we game designers expect you to study our creations like homework assignments.)

Your first decision is whether to use the prepared characters provided with the adventure, or to create new ones for your players using the ***Player Handbook.*** The advantage of using the prepared characters is that it saves the time and trouble of teaching a group of players how to make up characters. Instead of struggling with rules and procedures, the players can be introduced to the game through action and

drama — more fun for everyone. Then, after they are hooked on the game, they'll take the time to read the ***Player Handbook*** carefully and create their own characters for future adventures.

However, if your players are experienced with role-playing games, and if they prefer to spend the time necessary to read and understand the character generation rules and to make up their own characters, don't disappoint them. Just remember to study the prepared character sheets and background sheet so you, the gamemaster, will know the types of information you will have to prepare for each character.

21.1.4 Organization

The Introduction (section **21.1**) provides an overview of the adventure and offers suggestions for using the materials provided.

The Pre-Adventure Briefings (section **21.2**) describes how the gamemaster should prepare the players for the adventure.

The Episodes (sections **21.3-21.12**) describe the details of the adventure as the player character will experience them.

The Player Character Materials (section **21.13**) are six handouts designed to be given to the players to ease the burden of gamemaster preparation and presentation. The six handouts each include the following:

- *The Mission Alert:* Gives a rough idea of the nature of the mission and establishes the atmosphere of vagueness and mystery common to most ***Paranoia*** assignments.
- *Prepared Player Character Sheets:* Ready-to-play character sheets.
- *Player Character Background:* Gives a thumbnail personality sketch, a brief description of the character's secret society's objectives and doctrines, an account of private information, requests or warnings a player character might have received through secret society channels, and a brief, vague description of the player character's mutant power as a player character might understand it. (Remember: in a society where possession of a mutant power is treason, a character may not know much about his mutant power or how to use it.)

Note on Player Character Materials: Don't get the idea that you ought to prepare such materials for your players whenever you run a ***Paranoia*** adventure. More power to you if you have the time to manage such onerous tasks, but it is not standard procedure.

Normally the GM would read aloud or improvise something like "The Mission Alert" to kick off an adventure session. We gave you a handout to keep the players busy while you get yourself organized for the pre-adventure briefing (and because West End Games likes to go first class).

The player character sheets would have been prepared by the players, and they would also be responsible for creating their own little thumbnail personality sketches. The other information on the Player Character Background sheets (secret society objectives, mutant power description, and special information from the secret society) would be casually prepared in note form (or improvised) by the gamemaster, then verbally imparted to the player during the pre-adventure private conferences. Maps would probably be scribbled casually by the gamemaster as part of his preparation, and then casually scribbled on scrap paper when the players were entitled to such information during the adventure.

In short, don't expect to do all this work in preparing for your own adventures. You ought to have these kinds of information in mind as you prepare an adventure, but you don't have to be nearly so elaborate in presenting it to the players. We just thought you'd benefit from seeing how professionals would prepare for a ***Paranoia*** session if they weren't so lazy.

21.1.5 GM Adventure Summary

A routine mission to retrieve a robot in an abandoned industrial CBI Sector will be complicated by the discovery that the sector is not actually abandoned, but populated by a strange society in which primitive humans appear to worship robots as the ideal of human development, and where robots appear not as servants of humans, but as the dominant force in the sector.

To further complicate matters, the group leader, Winch-G, is a ruthless traitor who will betray or abandon the new Troubleshooters at the first opportunity. Suddenly they may discover themselves hunting their former leader in an attempt to bring him to The Computer's justice. At very least, they will have to protect themselves against the threat of his attack.

As the Troubleshooters penetrate deeper into CBI sector, they will discover the hostile behavior of the robots and the savage treachery of the primitives. Inevitably they will run into something too difficult for them to handle. They will either withdraw, be captured (and forever lost to Alpha Complex society), or be slain.

If any are fortunate enough to survive and escape, they must return and make their reports. They will be judged by their superiors. If they have been loyal and effective, they will be rewarded; if they have been disloyal and ineffective, they will be reprimanded, fined, demoted, or executed as traitors.

21.1.6 GM Background Notes on CBI Sector

The Story Behind CBI Sector

CBI Sector has been shut off from Alpha Complex for 50 years. The only reference available through a computer information search is the listing of CBI Sector as "Abandoned; malfunction of life support; maintenance canceled; citizens relocated; clearance access - ULTRAVIOLET".

The isolation of CBI Sector was in fact a clandestine political maneuver by a splinter group of the Corpore Metal secret society and a High Programmer named Menlo. Menlo discovered that this sector had once (before the Big War) housed aerospace/high tech industries, but had been either retooled or abandoned as needs for other products took precedence in the deteriorating production economy of Alpha Complex. However, due to the efforts of foresighted technicians and engineers who supervised the sector, the industrial facilities were still in relatively good condition.

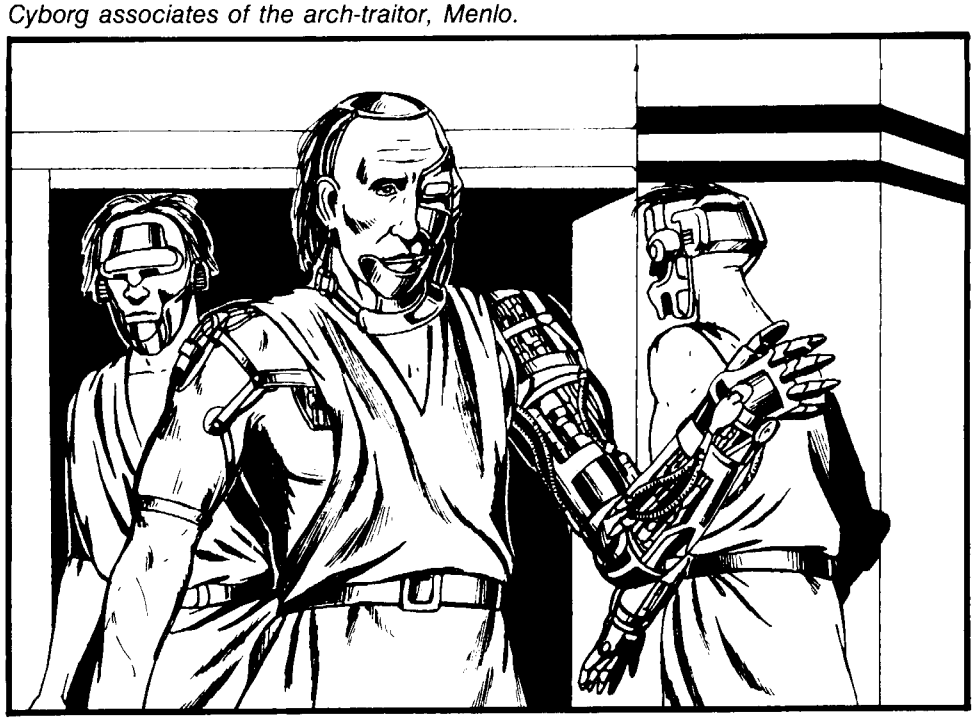
Menlo, exploiting the considerable power and privilege of a High Programmer, and with the aid of his Programs Group and the uneasy cooperation of the Corpore Metal and Pro Tech secret societies, took over control of CBI Sector sub-systems and staged the apparent malfunction of the life support systems that forced the original abandoning of CBI Sector. Once the sector was abandoned and sealed off, he established a secret research facility there.

The relationship between Menlo and the two secret societies was never characterized by trust or compromise. Menlo secretly set about transforming his own Programs Group into a new secret society which he called the Bionic Society. After several fierce wrangles with the co-conspirators from the two secret societies over experimental policies and the direction of research there, Menlo finally broke with both Pro Tech and Corpore Metal, establishing himself as sole sovereign in CBI Sector on the strength of the resources available to him as High Programmer. His own secret society provided the mass of willing settlers who moved to take residence in the abandoned residential areas of CBI Sector. (Pro Tech and Corpore Metal are now the bitterest enemies of the Bionic Society, though only very high status members would even know of the existence of the Bionic Society.)

Recent Rediscovery of CBI Sector

Recently Borron-I-EVC-6, a Troubleshooter

Cyborg associates of the arch-traitor, Menlo.



assigned to R&D, discovered old references and access codes for CBI Sector. (Many codes were never changed by Menlo, since he had every reason to believe them classified and secure.) Borron-I accompanied a mission which entered the sector, then lost contact with Mission Control and disappeared. No trace of him or his mission was ever found.

Several factions in Alpha Complex have long been eager to gain access and control of CBI Sector. Various rumor sources have suggested the kinds of resources that might be available there. Among the treasures might be:

- microcomputers
- robot design and test facilities
- a variety of test and prototype robots
- labs and other facilities
- an independent atomic power unit

Borron-I knew nothing of CBI Sector's real history. The files had apparently been destroyed in a secret society terrorist attack on The Computer (a suicide attack by Menlo's Programs Group secret society flunkies). The only sources where the player characters might obtain hints or accounts of the real background of CBI Sector would be Menlo or his close associates, who are not likely to be cooperative, or a venerable member of the tribe of primitives (the Chosen People) descended from the Bionic Society settlers who moved to CBI Sector 50 years ago. (The PCs may be fortunate enough to find a senile elder who can give them a partly-factual, partly-fanciful account of the real story of CBI Sector.)

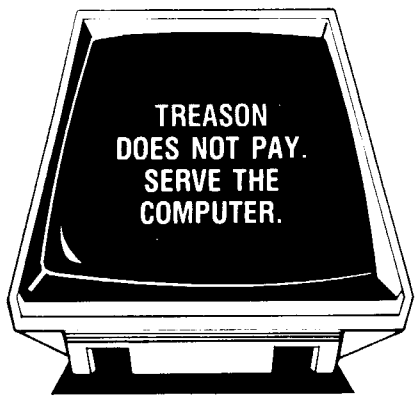
Menlo

Menlo, now the ruler/god of CBI Sector, is completely cyborged. He is the incarnation of the man-in-the-machine. He believes that this is man's destiny, and that he is the fulfillment of that destiny.

Menlo is a genius of computer and robotic design and engineering. He is also a cynic, unbeliever, and contemptuous critic of human nature. He views the world as a toy designed for his amusement. He has never met a man he would call his equal. He believes himself not to be human, but more than human, better than human. He identifies with the perfection of the machines he creates, and he has struggled to transform himself into one of these perfect machines.

Menlo and approximately 20 close associates from the upper levels of the Bionic Society have cyborged themselves (that is, replaced their organic body parts with mechanical and electronic parts). Each of the twenty associates is still identifiable with an individual robot body, and all of them still have some remaining biological elements. Menlo, on the other hand, simultaneously inhabits more than a hundred different robot bodies scattered throughout CBI Sector. His nervous system is buried deep in a vault beneath the research labs, but it is networked with so many pieces of computer hardware that it is hard to say whether his consciousness might not survive even the destruction of his brain. This nervous system and its network of computer enhancements communicate with the various robot bodies in a variety of different communications media. For Menlo it is literally possible to be in many places at once, and to simultaneously process and react in response to what is perceived in those places.

Though Menlo is clearly not a god, he is certainly something greater than a man. He is not power-hungry; he has no desire to rule the world, or even a larger part of it. He is jealous of his privacy, and he will deal ruthlessly with anything or anyone that promises to interfere with his isolation in CBI Sector. He is not unreasonable; despite his abnormal personality, he is a super-genius of considerable insight and wisdom. If the PCs could just speak with him, he might cheerfully enlighten them about the true state of affairs in CBI Sector, then escort them out with the warning that no one is ever to return to CBI Sector again. On the other hand, he might as cheerfully execute the PCs on the spot, confident that if The Computer loses enough Troubleshooters here, it will eventually get the message and leave him alone.



21.2 PRE-ADVENTURE BRIEFINGS

21.2.1 Pre-Adventure Group Briefing

(In the discussion that follows, we assume you are using the player characters provided with the adventure. If you aren't, the first thing you have to do is to help the players create their characters.

Note that if you let the players create their own characters, you can't anticipate ahead of time what secret societies they'll belong to. Therefore you can't prepare the briefings on secret society special missions, information, or aid ahead of time. You'll either have to improvise, or prepare briefings for each of the 19 established secret societies. See? We told you it would be easier to start with our prepared characters.)

To begin the session, read the Mission Alert from one of the character sheets (**21.13.1-21.13.6**) to the players (identical copies are to be found on all of these sheets, as well as on the large monitor at the beginning of this chapter). Next distribute the Player Character Background sheets (one to each player).

If your players have never played any role-playing game before, or if they've played other role-playing games, but not ***Paranoia,*** *briefly review the following details with the players before the adventure begins.* Do this even if the people have read the Player Handbook.

1. *Review the character sheets.* Explain the basic rules that relate to the information found on the character sheet. Ask for questions.

2. *Review the skill tree with them.* Explain the skill tree concept and how to figure percentage abilities both with skills listed on the character sheet and with skills implied by being under the umbrella of a more basic skill listed on the sheet. (This is important; the skill tree is unique to ***Paranoia*** and may take some time for the players to get used to, even if they are experienced gamers.) Ask for questions.

3. Since nobody likes to read anymore, verbally *review the following topics* from the ***Player Handbook:***

- Alpha Complex
- Security Ratings
- Service Groups
- Troubleshooters
- Secret Societies
- Mutant Powers
- Traitors
- The Computer

4. *Ask for questions.* (Don't overdo the asking for questions bit, however. Keep things moving toward action. They'll catch on real fast after they lose their first clone.)

21.2.2 Pre-Adventure Private Conference

Before play begins, *the GM should take each player in turn for a private conference.* (Other players should take this opportunity to read or review the player handouts and the Player Handbook.)

These are the objectives you want to achieve in your individual briefings:

• *Make sure the player understands his secret society, secret society information, and mutant power.*

• *Distribute rumors.* These rumors are strictly for atmosphere. The player will project deep significance onto them because you went to such trouble as to explain them individually and in private. Prime their imaginations with these essentially irrevelant details and they will figure out some way to make them seem meaningful and dramatic.

Rumors: *(to be distributed at random among the characters during GM briefings):*

Sector AAR and MFX experienced serious power failure over the last four days.

The increasing frequency of Power Service traitors unmasked during episodes of the popular Teela O'Malley video serials suggests that Housing Preservation and Development and Mind Control has been requested to build public opinion against Power Services, and that a purge of Power Services may occur in the near future.

A surprising number of Power Service Troubleshooters have been unavailable for service in the last week.

Rumors indicate that Internal Security is under pressure to provide a scapegoat for recent embarrassments in Sectors AAR and MFX.

A High Programmer is said to have died in peculiar circumstances while attending a sick friend in the AAR Medical Center.

HPD & Mind Control has been heavily infiltrated by Commies and is in the process of being carefully investigated by Internal Security and special agents from the Troubleshooters.

• *Sow seeds of distrust among the individual characters.* Give each player the appropriate tasty tidbit below. Make the players paranoid. It is great fun to watch everyone giving each other the fisheye after they come back from the individual briefings.

PC #1 is warned that Green mission leader may be a traitor. He is also told to keep an eye on Puck-R — FCCCP suspects he may have an unregistered and dangerous mutant power.

PC #2 is told by PL&C to keep an eye on Tois-R. There is suspicion that he is not what he pretends to be.

PC #3 is told by the Illuminati that Ronnie-R, Tois-R, and Phred-R are suspected to be Internal Security plants.

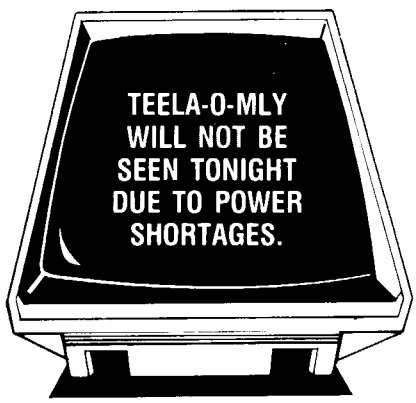
PC #4 is told by the Armed Forces that Ronnie-R of CPU may have been assigned to keep an eye on him. Capper-R of Power Services is also under suspicion (as are all Power Services personnel in light of the recent rumors).

PC #5 is told by Power Services that this mission is being set up to embarrass Power Services and that he is likely to be the pigeon/scapegoat if anything goes wrong. "Watch your back."

PC #6 is told by Internal Security to watch out for Mem-R who is suspected of being a member of a dangerous secret society.

(Note that the above paragraphs contain vague *general* rumors meant to complement those of the various Secret Society Missions Aid sections of **21.13.** The GM may add or delete rumors as he so desires, tailoring the mix to achieve the desired effect: *fear and ignorance, ignorance and fear).*

Once you've completed the group and individual briefings, you're ready to begin the adventure.



21.3 THE BRIEFING

Episode Focus: *The dialogue between the PCs and their superiors. Establish the oppressive atmosphere of authority in Alpha Complex. Players should stammer in response to tricky questions that seem to be intended to trap them into making treasonous statements.*

21.3.1 The Briefing Room

The mission personnel meet for the first time in the hallway outside the briefing room. Two INDIGO Armed Forces Vulture Squadron men with exotic-looking weapons guard the briefing room access. The guards indicate that the Troubleshooters will have to stand and wait here until they are summoned.

(The players should be left alone to introduce themselves in character or not, as they wish. Don't let it go on too long. A buzzer will sound in the hall and the guards will usher the PCs into the briefing room after first carefully searching them for concealed weapons. Their lasers and armor are taken from them.)

The briefing room is wide and shallow. A long, high bench (like a British courtroom) runs from one side of the room to the other. The PCs are expected to stand before this bench and look up to their superiors. In the room are four more Vulture Squadron guards with deadly-looking experimental weapons — two at the door where the PCs enter, two at a side door, presumably meant for the briefing personnel.

21.3.2 The Briefing Personnel

These non-player characters will play an important part in setting the tone at the beginning of the adventure and in bringing the adventure to a close at the de-briefing session. The most important NPC, Winch-G, will be the group leader, accompanying the group on the mission, serving as the GM's mouthpiece during the beginning of the adventure, and turning into an antagonist before the end. Winch-G's character is described in more detail in section **21.4.1**.

Peter-I: An INDIGO superior (Peter-I) is in charge of the briefing. He wears the insignia of the CPU Service Group. He explains the mission and answers a very few questions. (See below for Peter-I's initial presentation to the PCs.) Most of the time his tone indicates that the PCs are not significant enough to take seriously.

Peter-I is a stereotypical top-level bureaucrat — consumed with his own self-importance and casually offended that he must deal with common laborers of insignificant status. He is pleasant and well-spoken, even when directing your execution for your careless, treasonous words suggesting a hint of inadequacy in the preparation and wisdom of The Computer.

Winch-G: The mission leader (Winch-G: GREEN clearance) sits to Peter-I's left. He says nothing when he is introduced. He will only answer a direct question, and he will purposely be unhelpful if he can.

Ness-Y: The Internal Security representative (Ness-Y: YELLOW clearance) doesn't say very much initially, but is an ominous presence. He makes a lot of notes as Peter-I outlines the mission.

Once Peter-I is finished, Ness-Y will start grilling the players on their loyalties, using trick questions and baiting techniques. He seems to know a lot about everyone's background. His technique is to ask the same question of all six characters in turn, encouraging each character to try to outdo the other in fawning and sycophantic behavior. *Some typical questions:*

- What is your duty to The Computer?
- What resources do you need that The Computer has not provided? (The PCs must walk a thin line between being brave and self-assured enough to ask for what they need, and cautious enough to avoid implying that The Computer may have forgotten something important. If the PCs are all cowardly and submissive, Ness-Y's contempt for them will increase, and he will work harder to bait them.)
- What should you do if you discover treason? (Hesitation or uncertainty is interpreted as a sign of weak loyalty.)
- Suppose you should discover evidence that I, Ness-Y, am a traitor? (Again, the PCs should answer without hesitation, but Ness-Y will respond indignantly if the PCs find it possible to imagine him as a traitor.)

Dr. Num-O: The R&D specialist (Dr. Num-O: ORANGE clearance) is just a file clerk. He doesn't really know what's going on. R&D sent him to the briefing not because he might be useful, but because they wanted to get him out of their hair for a while, and somebody had to be sent. He tries to sound important and wise, but he has nothing but dumb ideas.

Rolly-O: The Tech Services advisor (Rolly-O: ORANGE clearance) is an expert on robots. He will not offer any help to the players. He must either be asked questions or ordered to brief the players by Peter-I. (Bootlicking skill may improve his attitude.) Rolly-O is disgusted and disappointed that a better-trained party (with at least some robot skills) isn't going. He thinks he would be just the man to do the job. He expects the PCs to bollix the whole job and destroy valuable robots in the process.

The Computer: The Computer is also an important NPC, since it is always listening in and may interrupt the briefing at any time with some pertinent comments. Peter-I is the only NPC who might speak to The Computer and expect a direct response, but any question may be relayed to The Computer through the terminals at each NPC's position on the bench. When The Computer responds, it does so through loudspeakers in the ceiling of the briefing room, with the effect that the Voice of God is heard as from on high.

The Computer has a broad range of personalities and voices that it adopts, seemingly at random. (This can be revealing evidence for the PCs of The Computer's psychosis, but it must be subtle and understated, or The Computer will become comic rather than menacing.)

21.3.3 Peter-I's Presentation of the Mission

(This may be read aloud to the PCs.)

"Welcome, Troubleshooters. I know you are all eager to serve The Computer and Alpha Complex. I am pleased to offer you such an opportunity.

"The Computer understands that you are all raw, inexperienced Troubleshooters. In its wisdom, it has selected a routine mission of considerable importance. Further, it has selected an experienced Troubleshooter as your leader and guide. Under such fortunate circumstances, we are sure you will successfully compete the mission". (Long pause. Look each PC in the eye with menace.)

"This mission will take you to... what sector, citizen?" (Direct the question suddenly without warning to one of the players. If the answer isn't instantaneous, the question is sharply directed to another player, and so on, until Peter-I gets the correct answer. Develop a shotgun, aggressive delivery for this and other questions; make the PCs stammer and twitch with fear as they try to prove their worthiness to their superiors.)

"And the mission objectives are... Well, perhaps you recall the objectives from the Mission Alert, citizen?" (Again, aggressively challenge players at random until a satisfactory answer is given.)

"Here are a few more details on the objectives of your assignment.

"First, concerning the robot retrieval. There is a specific robot in CBI Sector that must be

located and delivered to Research and Development. A device has been designed to provide a directional fix on this robot once you are within about a kilometer of it. This device will be provided to you by Research and Development."

"Second, there is some inventory unaccounted for after a previous mission to CBI Sector. You will be provided with a list of the items that are missing. You will of course locate these items during your visit to CBI Sector and make every effort to return them to us."

"Third, there are several Troubleshooters unaccounted for after a previous mission to CBI Sector. You will be provided with descriptions and identifying marks for each of these Troubleshooters. You will of course locate these missing citizens and return them to us."

"Fourth, you will each prepare a report on the current state of affairs in CBI Sector. Since the unfortunate life support malfunction and subsequent abandoning of occupation and maintenance in CBI Sector, we fear there may have been some deterioration. There is a move afoot to re-occupy CBI Sector; your expedition will give us an idea of what must be done to make it suitable for resettlement."

"One additional note about the robot. As Citizen Rolly-O wil tell you, bot brains are very valuable. It would be very unfortunate if you were to damage the brain of the robot we are sending you to find. Even if the robot is no longer functional, you must bring the bot brain to us intact. You are to consider yourselves expendable in this matter. The bot brain is of paramount importance."

"Before you are sent on this mission, you will be taken to a Production, Logistics, and Commissary unit for outfitting. You will also be taken to R&D to pick up the bot location device and to receive some experimental equipment R&D is eager to test."

"We are certain that your loyalty and dedication will inspire you to make this mission successful. We confidently await your return and your mission reports. Serve The Computer, and you will be rewarded."

"If you have any questions, your fellow citizens Ness-Y, Dr. Num-O, and Rolly-O will be pleased to assist you. They may also have a few comments or questions for you. I trust you will give them your full cooperation. Thank you." *(Sits down, and looks at Ness-Y, who will continue with his own questions (see* **21.3.2,** *above description of Ness-Y.)*

21.3.4 Briefing Objectives

1. *The PCs should get the basic information about the mission and its objectives from the NPCs.* Players will be told about Borron's party and its failure to return. No details or speculation are made on Borron's mission or ultimate fate. Every attempt is made to suggest that this is just a routine mission, with little danger and a very capable and experienced group leader.

2. *The PCs have to figure out what kinds of questions they can ask without causing suspicion of treason.* The art of weaseling out information without earning treason points is critical. If they're clever, they'll get some practice in using NPC communication skills (bootlicking, psychescan) to assess the quality of the information they're getting and to wheedle little bits of information without falling afoul of treason.

Important Note: *Higher security types are very sensitive about challenges to their authority or veracity.* This is an excellent opportunity to kill the first PC and activate a clone replacement. It will set the tone of fear and ignorance right away and will serve notice on everyone that PC death is a common and casual occurence. *The event might go like this:*

Tois-R might innocently note a statement by Peter-I as having been of dubious loyalty to The Computer. Peter-I might just as innocently insist that Tois-R must have misremembered the statement. Tois-R suggests reviewing the Multicorder tape to see if Peter had really made the mistake. Peter-I looks thoughtful, then he suggests that all the other NPCs be sent back to their quarters while Tois-R and Peter-I review the Multicorder tapes.

(What really happens is that Tois-R is summarily executed for treason, the Multicorder tape is destroyed, and Tois-R-USS-2 is activated.)

The next day when the PCs are again summoned to the briefing room, Tois-R is slightly different than he seemed yeterday, and Peter-I announces that the slanderous, treasonous lies of traitor Tois-R-USS-1 have been punished with execution. Peter-I then congratulates the group on its good fortune to have Tois-R-USS-2 — a Troubleshooter with unquestionable loyalties — join them on this mission.

21.3.5 Closing the Briefing

Don't let the PCs talk themselves to death, even if they seem to be enjoying it. Sooner or later Peter-I will tire of the talk and will become impatient to leave. When Peter-I gets up to leave, everyone should know that they're dismissed. Winch-G will be morose and grumpy as he takes the PCs in tow, heading for Production, Logistics, and Commissary.

Gamemaster Note: *Incidentally, the PCs will never get near the robot they are supposed to retrieve.* Don't be surprised when no further mention of this robot is made in the adventure notes that follow. This is referred to in the vernacular as a "hose job." It is a common feature of well-designed ***Paranoia*** adventures, and one that the players will eventually develop a healthy skepticism about.

21.4 PRODUCTION, LOGISTICS, AND COMMISSARY (OUTFITTING)

Episode Focus: *Winch-G establishes his authority over and contempt for the greenhorns. PCs get accustomed to casual abuse. PCs are outfitted and have an opportunity to request additional equipment, or purchase it out of their own funds. PL&C personnel snidely remind PCs of fines for loss or damage of assigned equipment.*

21.4.1 NPC Mission Leader: Winch-G-ASO-2

(See the player character sheet **21.4.2** for Winch-G'-s attributes skills, and possessions.)

Winch-G is a superior Troubleshooter — ruthless, opportunistic, devious, and skillful at covering his trail. However, during his career he has accumulated a lot of treason points. He is not aware that he has been identified to The Computer as a Frankenstein Destroyers secret society member. His solid record of commendation points has kept him alive so far but *1 more treason point and he will be declared for execution.* Even though he has no certain knowledge, his intuition tells him that his luck may be about to run out.

Though the clandestine channels of the Frankenstein Destroyers, through contacts in his Armed Forces Service Group, and through his superior security clearance, Winch-G has some information about the real state of affairs in CBI Sector and the political intrigue that surrounds the mission.

From an information search request:

The following information is cleared for GREEN level Troubleshooters:

1. Robots do not respond to normal commands in CBI Sector.

2. Many typically safe robots have concealed menaces in CBI Sector.

3. Many Troubleshooters have died here over the years.

4. Normal robot and mechanical systems are often booby-trapped.

From Frankenstein Destroyers:

Corpore Metal and Pro-Tech have displayed an unusual interest in CBI sector for several decades. Frankenstein Destroyers have deduced that there may be valuable high-tech resources available in CBI Sector, and consequently, that it may be a potentially dangerous source of unnatural monsters — intelligences without souls — which must be destroyed before Corpore Metal and Pro-Tech have an opportunity to exploit it.

From the Armed Forces:

A significant amount of political leverage has been spent to keep the Armed Forces out of CBI Sector. When the Armed Forces originally offered to go in and make sure the sector was really uninhabited (with the implication that if it wasn't uninhabited, that could easily be arranged), they were denied access, and have been steadfastly refused access ever since.

Winch has also heard rumors that The Computer has been trying unsuccessfully to get into this area for years.

Winch-G's Motivations:

Winch is very uneasy about this mission. He is certain that he is being sent on a suicide mission with a group of hopeless incompetents. His only motivation is to get out of this mission alive. For example, the sudden death of everyone else on the mission might look suspicious, but it would certainly warrant his aborting the mission. This thought is constantly on his mind. He is fairly sure he can frame the rookie RED levels with the responsibility for the failure of the mission. If it looks like he can hang the blame on the REDs, he'll sneak away from the group and watch them self-destruct — and perhaps even contribute to their difficulties.

If Winch-G gets as far as the Inner Terminal of CBI Sector without a better opportunity presenting itself, he'll abandon the group and

begin to stalk them, with the plan of eliminating all of them, then returning with a convincing cover story about discovered traitors.

GM Note: Use Winch-G as a tool to goad the PCs into shooting each other. He may suggest that one character might frame another for an alleged theft. Alternatively he may plant suspicions in gullible minds.

21.4.2 Winch-G NPC Sheet (see charts and tables)

21.4.3 Winch-G Introduces Himself

Before Winch-G goes to PL&C or picks up the three INFRARED laborers, he will drag the PCs aside in a vacant corridor and impress on them his contempt and disappointment at being saddled with them:

Winch-G chooses a volunteer.

"Okay. Listen up, jerks, and listen up good. I've been around a long time, and I ain't gonna let no wet-behind-the-ears jerks get me killed. I'll drill the first one of you that steps out of line.

"Now I'm in charge here. Follow orders or I'll roast you. If something happens to me, and it don't kill me, but you cut and run without rescuing me, you can be sure I'll survive. And I'll come looking for you.

"Not one of you here is smart or fast enough to double-cross me. Don't try it.

"Now, I need a volunteer. *(Pause and waits for a volunteer. The first person to speak up is the second-in-command.)* Okay, you. I want to talk to you in private."

Winch-G takes the volunteer aside and gives him the secret access code to the doors to CBI Sector. He then tells his second-in-command not to reveal his second-in-command status or the secret access code to anyone, or he'll personally poke the volunteer's eyeballs out. After this pleasant speech, Winch-G will grow a little more sly and conspiratorial. He'll suggest that the second-in-command pick out the weediest, most obnoxious member of the party to be used as a scapegoat if things go wrong. "Drill him if he looks cross-eyed at you. We'll set him up as a traitor, a perfect excuse for mission failure, and maybe an excuse to go home instead of wandering around waiting to get killed in CBI Sector."

Once the group has been abused and the second-in-command chosen, the group proceeds to pick up the INFRARED laborers and visit PL&C for equipment.

21.4.4 The INFRARED Drones

Winch-G stops by an office and emerges with three INFRARED citizens in tow:

Lubi-GSV-2: A big dull lug. Conan the Dim.

Paul-GSV-1: Tiny little shrimp. Whiney voice. Drags his feet and fumbles and fidgets. Seems to fall asleep if left alone for more than a few minutes.

Mani-GSV-3: Average guy. Blends into surroundings. Seems thoughtful and attentive (dead giveaway — *no* INFRAREDS are thoughtful and attentive — actually an Internal Security plant. Will play no part in the adventure's action, but is a further distracting focus for properly paranoid PCs. If he survives, he can serve as a reliable witness in the briefing, when he will reveal himself.)

Throughout the rest of the adventure, treat the three INFRARED laborers as if they were Winch-G's robots. They do whatever he tells them. If he tells them to follow another group member's orders, they will do so. They will bring no enthusiasm or ingenuity to any task. They are vaguely aware of the danger they are in, and they would gladly run away if they could avoid being executed for treason. If things get violent, they may run away anyway.

The Internal Security plant will act just like the other two INFRAREDs as long as they remain with the group. However, if the INFRAREDs run away, he will pretend to join them, but will circle back and trail the party to observe. He will not interfere in any case. His job is to observe and survive to report.

21.4.5 INFRARED Drones NPC Sheet (see charts and tables)

21.4.6 A Visit to Production, Logistics, and Commissary

Here the group is assigned the necessary equipment for the mission. Regular gear is available as usual from the PL&C quartermasters. Special gear is to be obtained later from R&D.

PL&C Personnel: PL&C personnel have all the charm of surly, irritable postal employees in an unair-conditioned room in the middle of a heat wave. They always take about thirty seconds to respond to a direct question. During this period they stare as blankly at the questioner as cows gaze uncomprehendingly on passing trains. When they do respond, it is often to ask that the question be repeated. They would be grumpy if they had the will or energy.

Equipment and Materials Provided: Here the PCs receive the out-of-date diagrams of CBI Sector. They are crude copies drawn from memory several decades ago, right after the mysterious terrorist attack that destroyed the data bank storing records concerning CBI Sector. There is nothing more reliable available for RED clearance Troubleshooters.

The PCs also receive detailed physical descriptions and identification information concerning the members of Borron-I's missing mission group. The PCs are also given a list of the equipment, weapons, and classified experimental devices assigned to Borron-I's group (complete with model and serial numbers.)

Winch-G is assigned a 10-man autocar for transportation of the group and its gear to the Outer Terminal of the CBI Sector Transitway. This will also presumably be used to carry the retrieved robot (if it is recovered). The autocar cannot be used inside CBI Sector. The main cargo level (the only section of transitway large enough to handle such traffic) has been permanently sealed. Winch-G has been briefed that small autocars may be available within the sector that may be adapted to carrying the robot. Otherwise, the group will have to improvise transportation for the robot, which is estimated to weigh about 200 kg.

Each PC is given an automatic requisition of the equivalent of 50 credits worth of stuff from the standard equipment and weapon lists. They should also be able to obtain almost anything that could be found in a normal sporting goods store. Figure a credit is worth roughly a dollar in estimating prices for unlisted items.

The following ordnance is to be assigned to group members:

2 slugthrowers, 2 laser rifles, 200 rounds of solid ammo, 50 rounds of HE ammo, 2 boxes of 20 grenades each.

Winch-G will preside over the distribution of these items. PCs are permitted to state a preference, but Winch-G will finally decide what weapons are taken and who shall use them. To decide, Winch will thoroughly interrogate each PC to find out about his skills and abilities. He will make sure that anyone who volunteers for assignment of a special weapon is at least adequately skilled in its use (though he values willingness almost as much as skill).

The PCs may make written requisitions for any additional equipment they want. The PL&C personnel smugly hint how bad it would be to have a record of being greedy or careless with The Computer's scarce resources. They pointedly mention fines for damage or loss of equipment. All but the most sensible requests are refused, and a great show is made of filing the refused requisitions.

All requests for armor are denied. "What a waste! You're not going into combat! This is just a routine expedition into an abandoned industrial sector."

(Make sure the PCs feel like they have made a serious mistake if they put in writing a request

for tac nuke cone rifle ammo or power combat suits.)

The group is assigned two robots: a Docbot model V (standard issue for most missions), and a Jackobot Model 360 with a supply of Tech Services memory cartridges. Winch-G is assigned as the sole operator of the docbot, but he entrusts the operation of the jackobot to a suitably-qualified PC volunteer.

Jackobot Model 360: Serial Code PDK-360.AGF.4-75

Intelligence: Responds to verbal command. No speech. As bright as a dog Competent at technical tasks if the tasks are carefully specified.

Armor: Plate Equivalent **Weapons:** None **Skills:**

Jackobot Tech Cartridges Skill Tree:

- **Tech Services (1)**
  - **Robotics (2)**
    - **operation (3)**
    - **maint. (3)**
  - **Computers (2)**
    - **Operation (3)**
    - **Info Search (6)**
    - **Analysis (4)**
  - **Engineering (2)**
    - **Industrial (6)**
    - **Electronic (4)**
    - **Mechanical (4)**
    - **Communications (4)**

Note: *Do not give PCs a listing of the skills unless they check the robot for the labels on the installed cartridge (found beneath the inside front coverplate).*

Each PC is assigned a Com I. A Multicorder I with Visible Light and Bot Damage Analysis programs is assigned to a volunteer. Preference is given to a character with Communication skill, or to a character unskilled with weapons. Since the group will be out of touch with The Computer and Mission Control for most of the mission, the multicorder record will be a critical and irreplaceable documentary of the mission. Winch-G will abrasively and colorfully attempt to impress this importance upon the volunteer operator.

Once the PCs have obtained all their gear from PL&C, Winch-G gathers them and leads them on to Research and Development.

21.5 A VISIT TO RESEARCH AND DEVELOPMENT

Episode Focus: *The PCs play with marvelous and dangerous toys. They learn to be cautious in accepting gifts from mad scientists.*

21.5.1 Research and Development Facilities in PDK Sector

The Research Center for PDK Sector is located in an isolated facility some distance from the residential and industrial centers. It is accessible only through a 10 km long transit tunnel. As the autocar carrying the mission group emerges from the tunnel into the Research Center compound, it immediately must detour around the ruins of what might have been a building complex. Workers are sifting through the rubble and dozebots are knocking down remnants of standing walls. The group is directed to a more remote set of buildings by guards (who casually mention that the rubble is the remnants of one of the ordnance testing labs).

The group is conducted to a large set of doors in the second set of buildings. Once inside, there are numerous doors down long corridors. At each door there is a BLUE or GREEN security guard with weapon at the ready. The PCs are conducted to a large green door and ushered into a large room filled with strange devices and assorted testing equipment.

21.5.2 The R&D Staff

As befits their lofty reputations, the R&D staff is an exotic collection of geniuses, mad scientists, fakers, and political hangers-on. In addition to the numerous assorted ORANGE-, YELLOW-, and GREEN-coated staff members and technicians who amble about aimlessly, there are a number of more unconventional characters — computer hackers, technology junkies, nudniks, and so on.

The following NPCs play important parts in this episode:

Oscar-Y: A man with a very clever brain and a hopelessly malformed body. Oscar-Y is still quite young and relatively low in the research lab pecking order, but he is quite clever. Once he sets his mind to a problem, he'll be certain to solve it sooner or later. The trouble is, Oscar-Y is usually only interested in working on oddball projects with few practical applications. Oscar-Y is confined to a wheel-chair because of his deformed legs, but he gets about very well — so well that he is likely to run someone over if they are not quick to get out of his way.

Schnect-B: This is a genius who spouts treason like a fountain, yet who has obtained so many commendation points for brillant designs that he is above execution. (A High Programmer is his patron.) Every time Schnect-B opens his mouth, he says something that would cause most people to be executed on the spot. The PCs may have some trouble accepting this until they catch on to how casually Schnect's colleagues accept Schnect's behavior.

Stanley-B: He is the archetypal mad scientist. He has no talent or common sense. His ideas are either terrible or pathetically silly. However, ironically he has complete freedom of the lab because he has political connections high up in the PRO TECH secret society. Even if this man is friendly toward you, you are in serious danger if you accept one of his creations for field testing.

Wally-Y: Wally is an Internal Security plant and everyone in the lab knows it. He just can't look the part; he sticks out like an FBI men at a love-in. Wally-Y hangs around with Samson-I. The technical term for this type of hanging around is "spying." Wally will always be out there trying to pump the PCs for information and treasonous statements, struggling to appear inconspicuous, and being comically obvious in spite of it.

Samson-I: Samson-I is at best a third-rate scientist and engineer, but through political connections he has managed to become the head administrator of this branch of Research and Development. He is always outwardly very calm, but inside he is extremely repressed — terrified of the geniuses and political plants around him, and desperately aware of his intellectual inferiority. One day the pressure will just be too great; in the meantime, he is just hanging on, putting up a good front.

Samson-I has two BLUE bodyguards, a suggestion of the power of his political connections. The PCs may erroneously infer that he is a very important and skillful scientist and engineer from the quality of his bodyguards.

Note: Not every one of these 'mad scientists' need play a major role in your adventure. Try to choose the characters(s) most compatible with your own personality to be your 'star'.

21.5.3 Distributing the Goodies

Samson-I is in charge of assigning experimental weapons for testing. He gives a spiel about duty to The Computer and the importance of testing out experimental equipment on worthless RED level Troubleshooters. He mentions the prospect of substantial bonuses for detailed reports and serious fines and possible execution for damage or loss of valuable equipment.

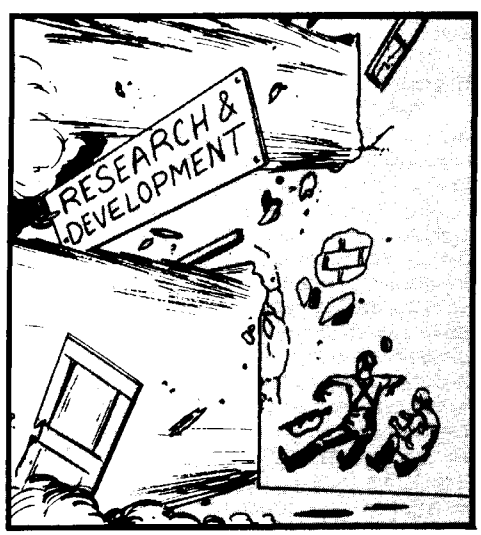
Below is a list of the strategies Samson-I uses in distributing the items. As each item is distributed, the PCs may wish to test the item or ask questions about its use. The designers and technicians will make a great show of being eager to cooperate, but if anything doesn't work properly, they will be quick to blame it on the carelessness of the PCs or to make clever excuses about how sophisticated and delicate experimental equipment is. At the same time the technicians will make certain that the PCs sign for each item they accept.

(To make the players properly nervous, you can make each player actually sign a scrap of paper acknowledging acceptance of responsibility for the experimental item received. Then, each time you emphasize the penalties for loss or damage of experimental equipment, wave these pieces of paper in the air meaningfully.)

Strategies for Distributing Items

Tactic 1: Samson-I reads a serial number aloud and asks for a volunteer. (Test of faith, loyalty, and stupidity.)

Tactic 2: Samson-I speaks to each PC in turn and asks what they think they will need for this mission. (Be alert for any implied criticism of The Computer's planning.) Samson-I grills them — gives them a hard time about precious resources and the dedication and labor of R&D.



Fine tuning of the new experimental Bot Location Device.

After each PC has stated his desires, Samson-I asks the PC to pick a number from 1-15. The PC is then assigned that item.

Tactic 3: Any really entertaining item not otherwise selected in any way should be assigned at random. *Don't omit the rocket boots!*

Note: *When each item is handed out, the designer may come forward and explain how wonderful the item is. When the items don't work (as Stanley-B's will not), the designer will of course blame the PC for damaging the item. PCs will be wise to accept the item in silence and worry about it later.*

21.5.4 High Tech Toys to Select From

The name of the designer is in parentheses next to the item. The PCs may learn that some designers are more reliable than others, and use this information to steer clear of dangerous or useless items.

1. *Personal Anti-Grav Unit:* Serial # PDK. R&D-124-56 (Stanley-B) This simply doesn't work, and never will. If the PCs try to test it, the technicians (afraid to offend the research head) will continue fooling with it, swearing that it was just working a minute ago. If the unit is dismantled and inspected by an independent, highly-skilled technician (say, from Armed Forces or Technical Services with skill level 8 or higher), it would be excellent evidence that Stanley-B is a phony, and therefore a traitor.

2. *Remote Control Surveillance Drone:* PDK-R&D-15-934 (Oscar-Y): This moves on lighter-than-air support and is driven by two small propeller motors. It can be operated with a control joystick or by simple verbal commands. It moves at walk speed, and is unfortunately not very maneuverable. It is limited to line of sight for both verbal communication *and* joystick control. It is semi-smart, about like a puppy, and equally in need of training. It works fine when lab techs demonstrate it, but get it in the field, and look out!

3. *Waldo/Mechano Exoskelton:* PDK-R&D-34-5 (Schnect-B): This permits manipulation of heavy loads and high speed movement — equivalent to 40 strength and 2x normal moves. 20% malfunction at GM discretion. (Suggestions: accidentally crushes what it manipulates; throttle gets stuck; after stress, limbs get locked in position and must be given a minor repair; develops a nervous tick.) PCs will get a few hints of bugs as it is demonstrated, but if they don't try it out in the lab, they're in for some surprises.

4. *Power Armor:* PDK-R&D-34-98 (designer unknown: salvaged from abandoned Old Reckoning armed forces base): This is absolutely effective; the only problem is that it weighs 4 tons and occasionally falls through the flooring of the complex. It is also incredibly slow and poorly maneuverable. It is a little balky in first gear, as PCs will note in test runs; in the field, it will sometimes refuse to move forward unless coaxed. (Roll 1-4 on D10 to start in first gear. Can slow only by one gear per turn. Unstable in third gear.)

1st gear	2m/round (roll 1-4 on D10 to start)
2nd gear	5m/round
3rd gear	8m/round (20% chance of steering error

The power armor has a built-in blaster that fires along the arm. The blaster firing button is concealed inside a finger of one glove. The firing button gets stuck in the firing position when it is used. It cannot be turned off without removing the suit and performing a minor repair. It takes 2D10 rounds to get into or out of the suit. The power pack is defective, and will run down when the GM wants some laughs as the PCs figure out how they are going to carry the valuable piece of experimental equipment back.

5. *Bio-Feedback Monitor System:* PDK-R&D-498-17 (Oscar-Y): This gives the character abilities similar to the mutant power "adrenalin control," but of longer duration. The side effects are not fully documented. (An opportunity for the GM to improvise some interesting side effects.)

6. *Poison Spray:* PDK-R&D-75-90 (Stanley-B): The PCs will not be permitted to test it indoors. The techs assure the PCs that it works fine. The can actually is under too high a pressure and has too tight a nozzle. It makes an incredibly fine spray which covers everything; it is very sticky, and won't rub or wash off. It is 100% to hit everything in a 50-foot radius. Roll on column 7 of Damage Table (**13.4.1**) for the effects of the poison.

7. *Portable Power Drill/Jack Hammer:* PDK-R&D-23-64 (designer unknown: salvaged): This works perfectly; however, the batteries are defective, and will break down after the second use.

8. *Metal Detector:* PDK-R&D-303-45 (Stanley-B): This works marvelously. Since metal is everywhere, it registers all the time. The techs can't understand why the PCs find it useless.

9. *Dynorphin:* PDK-R&D/B-12-61 (from bio lab research; nobody knows anything about it): This drug is a pain killer. It permits wounded and incapacitated PCs to perform as though uninjured. Unfortunately, the user then drops dead after 2 hours of normal activity. If pressed, the technicians will admit that the drug has not been tested.

10. *MSH/ACTH 4-10: PDK-R&D/B-9-26* (bio lab): This is a memory retention drug. It gives a character the equivalent of total recall. PC can recall vividly the details of his experiences during the half-hour after he takes the drug. The problem is that he can't do anything but replay that memory, over and over again. The character is essentially useless until treated by Computer Therapy. Again, if pressed, the technicians will admit that the drug has not been tested.

11. *ECM Generator:* PDK-R&D-59-11 (Oscar-Y): It works exactly like the slugthrower/cone rifle shells except that it runs constantly off a self-contained battery.

12. *Rocket Boots:* PDK-R&D-82-81 (Stanley-B): This is the mad scientist's favorite project; the PCs will be relentlessly browbeaten into testing these deathtraps. The boots have twelve individual rockets on each foot, each independently controlled by switches on the control belt. If used anywhere with ceiling lower than 20 feet, the user will crash into the ceiling before gaining control. (See column one on Table **14.3.1** for damage effects.) The character must make an easy Manual Dexterity attribute check per round to avoid a maneuvering mishap.

13. *Dynaknife:* PDK-R&D-77-201 (designer unknown; salvage): This is a laser cutting tool. It unfortunately has surges and fading of power. Sometimes it barely etches the surface; sometime you turn it on and it burns through five or six walls (and intervening objects and creatures). (If clever PCs recognize the weapon potential of this tool, the batteries should go dead.)

Another innovative design from R&D.

14. *Tangle Spray:* PDK-R&D-11-11 (Stanley-B): Oily adhesive threads are fired from a sort of flare gun. It doesn't work at all. It always goes off at ground zero. 100% to hit user with the same effect as a tangler.

15. *Experimental Computer-Assisted Plasma Generator:* PDK-R&D-647-25 (Stanley-B): This is essentially a normal plasma generator, but the aiming and firing is controlled by computer. The operator must give verbal commands to the weapon-systems control. Often there is a delay as it asks for confirmation or override of safety features. When it does search for targets, it is very literal and follows operator's directions to a "T". (The irony is that it is no better than a normal plasma generator, except it takes more trouble and time to select a target and fire. The advantage is that normally no RED clearance Troubleshooter would have such a weapon in his possession.)

21.5.5 The Bot Location Device

As promised by Peter-I, Research and Development has designed a device to locate the robot that the group is supposed to retrieve. If for some reason that PCs forget to ask for this device, say nothing about it. Let them sweat it out when they realize they have forgotten it. (Of course, Winch-G is no rookie; he will have remembered and privately picked up the device while the rest of the group was busy with the other exotic items. This gives Winch-G an excellent opportunity to bawl the PCs out, then smugly produce the device.)

Incidentally, this device simply detects radiation like the Multicorder radioactivity program. According to the description of the robot that Central Processing Unit wants retrieved, it is powered by a miniature atomic power pack, a design long ago abandoned because of its detrimental effects on humans. The device is designed to sound a buzzer intermittenly when it detects a specific radioactive signature. As the device is brought closer to the source, the intermittent buzzing increases in pitch.

(The real pity is that there is no chance that the PCs will get close enough to the desired robot to test the location device. This robot, and all other similar models, are located inside the research labs section of CBI Sector, an area which is certainly guarded well enough to prevent the access of a few raw RED Troubleshooters.)

21.5.6 Gamemaster Notes

If the PCs are smart, they will want to try this experimental stuff out beforehand, politically refusing obvious deathtraps while discovering the dangers and limitations of each piece of equipment offered. At the same time they should try to avoid offending the R&D staff, who are all of loftier security clearance, and who have considerable political clout as a consequence of their research status.

Take this opportunity to tease the PCs about the principle of "no manuals issued to RED clearance." The technicians and designers should casually mention all the important information that can be found in the operations manuals for each item. Then, when the PCs request copies of the manuals, ask for their security clearances. "Security Clearance RED? I'm sorry. The manuals are not available to you at this time." This is a good general principle for ***Paranoia*** gamemasters: tantalize the players with the wealth of information and equipment available from The Computer, then smugly remind them that their lowly status prohibits them from enjoying the bounty of The Computer's resources. (**Note:** Of course, Winch-G's clearance would permit him access to many of the manuals, but he will steadfastly refuse to take responsibility for any of this junk. He didn't get to be a GREEN level Troubleshooter by fooling around with experimental equipment.)

This is a good opportunity for the players to learn to use their communications skills to pry useful information out of the NPCs. If the technicians can be taken aside briefly and consulted privately, they may be convinced to warn the PCs about the real potentials and dangers of the items being offered. The technicians will not offer this information without coaxing; after all, the PCs could be Internal Security plants or administration spies looking for disloyalty to the Research and Development administrative staff.

There should be some chance for intrepid characters to steal some of these neat experimental devices. They are lying around on tables throughout the room, and a character might take advantage of a distraction (testing of the rocket boots or the plasma generator, for example) to snatch something off a table. Of course, any character who is caught pulling a stunt like this is going to be executed. "PDK Mission Central? Please activate Tois-R-USS-2 for Mission 01/04/94-PDK.43.39-I."

The Research and Development Lab setting should produce a sense of chaos and terror in players — something like mad scientists/Monty Python/Three Stooges at work. The testing rooms should be omniously well-shielded against blast damage. Perhaps a technician will mishandle one of the experimental items and disappear in the thick yellow spray. Perhaps the technicians suppress involuntary shudders as they hand items to the PCs. Make the players aware that they are visiting a mental institution where the inmates are encouraged to play with the fundamental laws of physics.

21.6 THE OUTER TERMINAL

Episode Focus: *After organizing themselves for action, the PCs must respond to a strange but seemingly innocent environment. When the environment suddenly becomes hostile, they must defend themselves against it.*

21.6.1 Entering CBI Sector

Winch-G drives the autocar from R&D to the isolated public entrance platform of CBI Sector. All but one of the five access doors have been walled over. The remaining door is heavily shielded and reinforced. All along the platform are typical Internal Security notices reading "Danger! Closed to all Citizens," or "Access by ULTRAVIOLET only!"

Winch-G orders the PCs to unload and ready their gear. When they are ready, he assembles them on the platform in front of the remaining door and establishes patrol procedures as follows:

1. *Nobody does anything without receiving orders or without requesting permission.*

2. *The group is organized as follows:* Two pairs of Troubleshooters alternate leapfrogging as the point men. Each pair has one man with a slugthrower and one man with a laser rifle. (If someone has the experimental plasma generator, then that will surely be assigned to the point position). Behind these two pairs is the person with the multicorder. Then comes the second-in-command, with Winch-G and the three INFRARED laborers bringing up the rear.

When everyone is organized, Winch-G steps to a security control box next to the door. Shielding the box with his body, he punches in the access code that opens the door. (There is an identical box inside the door which permits the same code to be used to open the door from the inside.)

As the heavy door slides upwards, the PCs can see into the interior of the Outer Terminal (see map). They enter on the transitway (upper) level of the terminal. The area is brightly lit. The *inner platform is empty except for a pair of scrubots* which move very slowly across the floor in a regular pattern. *An empty 10-man autocar sits waiting on the autoway.* Between the door and the autocar is an escalator leading down to lower levels. The arched ceiling of the transit tunnel leads away from the platform. Along the left and right walls the autoway hangs suspended above the lower half of the transit tunnel (which is below the level of this platform).

Just inside the door (and therefore initially hidden from view) *are two standard guardbots.* They remain motionless and give no sign of having notice the arrival of the group.

If PCs observe carefully, they will notice that what they are seeing is not what they have been lead to expect. Maintenance was said to have been discontinued, but the scrubots are still in operation. The platform is perfectly clean and well-maintained.

The scrubots and the guardbots have been programmed to delay for 10 combat rounds after the door opens, then to attack any intruders. (Intruders are defined as any being or robot that fails to identify itself with the password "Menlo" within the 10 combat round period.) Also, after 10 combat rounds the lights in the tunnel go out. (The scrubots are equipped with infrared sensors.)

In the 10 combat rounds before everything goes crazy, the PCs can investigate the platform, robots, and autocar. Winch-G will order the PCs to operate at their own discretion, warning them to keep an eye on another and to be alert for ambushes.

Winch-G motivates his subordinates by his inspired leadership.

Winch-G himself will stay close to the door with the three INFRARED laborers. If the PCs start shooting at each other, or if the robots open fire, Winch-G will step back out through the door and close it behind him, leaving the PCs to deal with any problems on the inside. (**Note:** the second-in-command knows the door-opening code, and can open the door from the inside if he wishes.)

Winch-G will wait until the sound of combat dies down, then reenter and reassume command. Anyone who suggests that his opportunistic retreat was cowardly or inappropriate

is obviously a traitor and must be immediately executed for the good of group discipline.

21.6.2 After Ten Rounds

After the door has been open ten rounds, both the scrubots and guardbots will open fire on the intruders. Simultaneously the lights go out in the tunnel. If the door is still open, the PCs can attack at their normal percentages minus 20% for poor visibility. If the door is closed (as it will be when Winch-G steps outside), the PCs are in complete darkness and have a maximum 5% chance to hit. The robots, on the other hand, have infrared sensors and their attack percentages are not affected. The PCs want to shed some light on the situation in a hurry, or they will be at a terrible disadvantage. Alternatively, if they can start a big fire, or confuse the infrared sensors in some other way, they can at least even the odds against the robots.

21.6.3 The Scrubots

These robots are about a meter tall. They move about on a plastic-tracked carrier. The body of the robot is a cylinder with two heavy work arms and a turret on top with four light manipulators. The scrub-and-vacuum elements of the scrubot are in the work arms. Also concealed in each work arm is the equivalent of a sonic pistol. These robots appear perfectly normal, but if closely examined, a successful robot maintenance check will reveal the atypical presence of the sonic pistols. Interrogation of the scrubots may also reveal that they do not acknowledge the authority of The Computer.

For example:

PC: "What is your function?"

Scrubot: "To clean and guard the corridor." (Guarding is not a normal scrubot function.)

or:

PC: "Who has programmed your functions?"

Scrubot: "That information is not available at the moment." (Why should the programmer of a cleaning robot wish to remain anonymous? Why should the information be classified? And why didn't it request a security clearance?)

If these robots are successfully examined before they start shooting, the PCs may be able to disable them or at least avoid being surprised by them.

Scrubots (two in number): *Move:* Walk speed. *Weapons:* 2 sonic pistols. *Attack:* 35% to hit. *Armor:* Plate equivalent.

21.6.4 The Guardbots

The two guardbots are a standard design outfitted with relatively less deadly weaponry. It is like a miniature armored tank three meters long. There are two turrets. The front turret is very low and contains the equivalent of a sonic pistol and a stun gun. In the rear turret are also a sonic pistol and stungun, as well as a tangler mounted on the top of the turret. The rear turret rises above the front turret so that its weapons can be brought to bear over the weapons of the front turret.

These guardbots were originally placed here by The Computer, but they have since been reprogrammed by Menlo to follow his orders. In addition to their orders to delay 10 rounds after the outer door opens, then to fire on any intruders, the guardbots have been directed to prevent anyone from leaving CBI Sector. Therefore, if the PCs manage to get past these guardbots and deeper into CBI Sector, they will still have to deal with them when they return and try to leave the sector.

Guardbots (two in number): *Move:* Walk speed. *Weapons:* 2 sonic pistols, 2 stun guns, and a tangler. *Attack:* 50%. *Armor:* Kevlar equivalent.

21.6.5. The Autocar

The 10-man autocar sits on the autoway with its doors open, seemingly awaiting its passengers. Everything seems normal. If the PCs enter the autocar, it will politely ask them for a destination, acknowledge the requested destination, then request that boarding be completed immediately. It will then automatically close its doors as though it were going to head down the tunnel.

What it does instead is lock the doors and release a knockout gas. The PCs must each make a difficult endurance check each round that they are trapped in the autocar, or slip into unconsciousness. If a character doesn't become unconscious, he may immediately in that round make an attempt to get out of the car. To break out of the car, he may attempt to shoot his way out or smash his way out.

To shoot his way out, he may use any projectile weapon or a grenade. Successful shattering of the autocar's windows is automatic. However, if the weapon has an area effect, you must judge if any PCs are affected.

To smash his way out, a PC may either use his fists or feet (a difficult strength attribute check) or he may use a massive object as a smashing tool. (The difficulty of the strength attribute check should depend on the object used: If a hammer is used, the check should be very easy; if the object is another PC's head, the check should be difficult.)

Once the window is shattered, the PC may escape in the next combat round. If he makes an agility roll, he gets out without making another endurance check against the gas. If the agility check fails, he must make an endurance check first, and possibly pass out before he can escape. If the endurance check is passed, he can leave immediately.

Depending on how big a hole a character makes in the autocar, more than one character may be able to get out in a round. A single grenade might blast a hole big enough for everyone to leave at once. Play it by ear.

The knockout gas produces unconsciousness that lasts 1D100 minutes. The docbot can provide stimulants to revive any affected PCs.

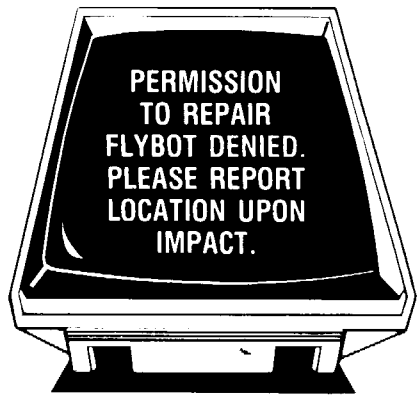
21.6.6 Now What?

If the PCs haven't been slaughtered by the robots, incapacitated by the gas in the autocar, bushwacked by Winch-G, or shot in the back by a fellow Troubleshooter, they will eventually find themselves in the dark looking down the transitway tunnel into CBI Sector. Power Services or Technical Services personnel may think to look around and try to restore power to the lights, but they will find that the local controls don't seem to be working; the blackout is not of a local nature.

Winch-G will assess losses to the group and decide whether to scrub the mission. If all but one or two of the RED rookies have been killed or incapacitated, he may finish off the lot (including the INFRAREDs) and return to Mission Central with a tragic tale of treason and betrayal, featuring himself in the star role as loyal servant of The Computer.

If there are enough PC survivors to make a clean sweep a chancy proposition, he will proceed with the mission, ordering the group ahead of him into the oppressive darkness of the transit tunnel.

(Note that the robots cannot be repaired and used by the PCs (unless someone has the treasonous skills of major robot repair and robot programming). The robots will continue to attack until they receive major damage or worse, and such damage cannot be repaired with robot maintenance skills. However, unless a bot is vaporized, its brain can be retrieved for return to Alpha Complex.)



21.7 THROUGH THE TRANSIT TUNNEL

Episode Focus: *A shoot-'em-up. At a disadvantage in the dark, the PCs must get past a group of well-armed robots, which same are equipped with infrared sensors.*

21.7.1 The Transit Tunnel

The distance from the Outer Terminal to the Inner Terminal is five kilometers. The PCs will have to travel the distance on foot. (The autocar found at the Outer Terminal has been sabotaged and cannot be repaired for the PC's use.) The tunnel is dark and the robots have infrared sensors. (The PCs may not have deduced this. Winch-G has figured it out, but is not inclined to warn them.) There is no cover in the tunnel; the PCs will have to move in the open, presenting themselves as perfect targets for snipers or ambush.

The good news? Well, *there are only two modified scrubots and two more guardbots between the PCs and the Inner Terminal.* These robots are identical to the ones encountered in the Outer Terminal. However, instead of attacking wildly on automatic, *these robots are guided remotely by a more sophisticated command robot.* Using the transmitted visible light and infrared images from sensors of the four robots, the command robot directs their coordinated attacks.

The only advantage the PCs have is the superior range of their laser rifles. This advantage is unfortunately negated by the problem of locating a distant target in the dark. One possible method of handling this is to use a decoy to draw the robots' fire, thus revealing their location, while the laser rifles remain at a safe distance and plug away. The problem with this plan is that it will be very hard on the decoy. (Winch-G is not likely to appreciate objections to this plan on those grounds, however.)

Certain of the experimental items from R&D may prove useful, like the power armor, the rocket boots, and the plasma generator. The application of these charming devices is left as an exercise for the dedicated pupil.

21.7.2 Deathtrap or Mutiny?

Winch-G is not at all concerned about ordering the PCs to march nobly forward to certain

Winch-G deploys 6 decoys.

death. Attacking four robots, each of which has multiple weapons, across open ground in disadvantageous visibility conditions might sensibly be defined as a suicide mission. As you present the situation to the PCs, subtly make this sorry state of affairs clear to them. This is where the PCs may decide to turn their weapons on their leader. This is a consummation devoutly to be desired in ***Paranoia.***

Winch-G will stand his ground against the whole party if necessary. He has faith in his own skills, and contempt for the abilities of the RED rookies. His semi-automatic and flame thrower give him a considerable advantage unless the PCs are well-organized or unless they manage to surprise him.

Surprising Winch-G will be difficult. He keeps the bulk of the group moving far ahead of him, and will have plenty of warning if they turn on him. He is alert to any tricky behavior, and he will cut a PC down without hesitation at any sign of insubordination or treachery.

21.7.3 Robot Tactics

The four robots will line up four abreast across the tunnel at a point 2 km from the Outer Terminal. They will fire their sonic pistols (at two apiece, a total of eight shots per round) in concert at the first target that comes in range (60m). (Infrared detection range is 100m.) They will continue to focus their fire on the single closest target in each round. The stun guns and tanglers add to the fire when the PCs come within range.

If the PCs manage to take advantage of the superior range of their laser rifles, the four robots will be directed to advance, firing at targets of opportunity. Given the greater speed and mobility of the PCs, the robots don't have a chance in these circumstances, but they cannot effectively escape, so at least they will be wasted in an aggressive way.

21.7.4 Onward to the Inner Terminal

If the PCs survive the cavalier generalship of Winch-G and the concerted fire of the robots, Winch-G will once again assess the losses to his group and decide whether to abort the mission. If only one or two PCs survive, he may finish them off and return to Mission Control with a tale of woe. If three or more effectives remain, he will continue up the tunnel toward CBI Sector proper.

21.8 THE INNER TERMINAL

Episode Focus: *The PCs discover evidence of a firefight, and may infer it to be evidence of the fate of Borron's group. An odd device (an unfamiliar snooperbot model) is discovered. In the midst of an ambush, the group's leader abandons them and begins to stalk them.*

21.8.1 Approaching the Inner Terminal

As the PCs approach the Inner Terminal, they see light filtering into the area through doors that (presumably) lead out into CBI Sector's central dome. The tunnel widens abruptly to accommodate three separate terminal facilities: The cargo level roadway (which runs directly through the terminal into the dome), the runway (which descends from the walls of the tunnel to pass over the cargoway to a separate terminal on the left), and the autoway (which descends from the tunnel to pass over the cargoway to a separate terminal on the right).

21.8.2 The Central Terminal Facility

The central terminal facility is not really a facility at all; it is simply an opening into the dome through which the cargo roadway enters directly into the central dome. There is nothing of interest along this roadway.

21.8.3 The Left Terminal Facility

The terminal facility on the left features changing rooms, showers, and a Roman-style bath for those who used to use the runway as a jogging track. (The original designers and inhabitants of CBI Sector were physical culture fanatics, and a majority of them would make the 10 km loop from the Inner to Outer Terminal and back again as a regular part of their daily routine. Of course, only an expert on Old Reckoning Cultures would have this sort of information.) The PCs may investigate this area and find much that is unfamiliar to them (jock-style activities not being a part of The Computer's philosophy) with nothing of relevance to their mission.

21.8.4 The Right Terminal Facility

The terminal facility on the right is of more interest to the PCs. As they approach the terminal, if they shine their lights about in the tunnel, they will discover evidence of weaponfire marring the tunnel floor and walls. The damage suggests the use of laser, projectile, and energy weapons, and the nature of the damage suggests that it was created by stray shots emanating from the doors that lead from this right-hand facility into the central dome. The damage is not obviously recent (that is, it isn't still warm or smelly), and it is impossible to estimate when the damage occurred.

The facility on the right was for the passengers of autocars that shuttled from the Outer to the Inner Terminal. (A boobytrapped autocar of this variety was encountered by the PCs when they entered the Outer Terminal.) On the right side of the facility is the shell of a fast food establishment. On the left side is the shell of an amusement arcade. (When CBI Sector was originally abandoned, it was stripped of all its contents. Every office, store, entertainment center, and residential unit was cleaned out down to the bare walls.)

21.8.5 Signs of Trouble

If the PCs examine the right-hand tunnel facility, they will discover evidence of a firefight. A diligent effort has obviously been made to clean up the mess, but the effects of explosive slugthrower shells are not easily patched without a trace. Improvise details to make this setting vivid: scarred roof supports, subtle char marks on wall surfaces, clumsy plastic patches in partitions, irregular surfaces on the roadway and terminal floor. If the PCs search carefully (that is, if they emphasize the importance of examining the area in detail), they will notice two stains along one wall that could be human blood, and a number of places near the doors to the dome where lubricants and coolant fluids seem to have seeped into the floor surfaces.

The human bloodstains are evidence of Borron-I's ill-fated mission. The lubricant and coolant stains are from the robots that ambushed them here. If the PCs are clever, they may think to retrieve a sample of the bloodstained wall material. From these samples, a lab may be able to make a positive identification of the victim's genetic material by comparing with The Computer's genetic records. This will certainly be partial achievement of one of the goals of the mission — to determine the fate of the earlier mission — and may be worth a commendation point.

21.8.6 The Snooperbot

The PCs will also discover something else odd in this terminal facility. Two disc-shaped objects (like Frisbees with four clear plastic protrusions equally spaced around the rim) are sitting on the floor on opposite sides of the terminal area. A single thin wire runs from each disc out through the doors into the central dome area.

Are these mines? Boobytraps? Sensors? Make the description ominous. Make the PCs

nervous about touching or disturbing the wires or the discs. If they trace the wire to the door and look out into the dome, they will see the wires lead to a single smooth, metallic, oval object about the size of a child's sled. The object is resting on the green plastigrass of the dome floor. The wires leading from the discs to the object are about 100m long. About one third of the wire length is inside the door leading to the discs; therefore the object is about 60m from the door.

Nothing happens if the PCs touch or examine the discs or wires. On close examination each disc is apparently a remote sensor unit with audio, visible light, infrared, and ultraviolet receptors. The data is apparently transmitted from the disc to the oval object. (Through these sensors the oval object, a snooperbot, has been monitoring the activities of the PCs.)

If the PCs enter the central dome area, the snooperbot immediately abandons its remote probes (the discs) by severing the connecting wires. It then takes off at sprint speed toward the far end of the dome. It moves on air cushions with rocket drives; it is very maneuverable, and receives a defensive modifier equivalent to twice the normal dodge effect.

Troubleshooters opt to hunt Winch-G.

21.8.7 Jumping Jackobots!

The moment that the snooperbot takes off (that is, when a PC first opens a door from the Inner Terminal to the central dome), *three jackobots come clattering at top speed out of an empty, abandoned storefront* to the left of the tunnel terminal. Each has a yellow-barreled laser pistol and is firing wildly at any target that presents itself. These are ancient, obsolete robots that Menlo considers expendable. He is using them to cover the retreat of the snooperbot, which he considers considerably more valuable.

Jackobot Model 320 (three in number): *Move:* Walk/Run/Sprint. *Weapons:* 1 Laser Pistol (yellow barrel). *Attack:* 35% to hit. *Armor:* Plate equivalent.

21.8.8 Winch-G Turns Rogue

The jackobots are unlikely to present a serious threat to cautious PCs. They probably will make it possible for the snooperbot to get out of range and safe before the PCs can disable it with weapons fire.

However, the *real importance of this event is the fact that it provides Winch-G with an opportunity to abandon the group.* Winch-G knows that the group is out of radio contact with The Computer. He also knows that he should easily be able to bushwack any RED beginners before they can make their way back to the Outer Terminal. He also knows that he only has to get the second-in-command and no one else will be able to open the security door. It is no coincidence that Winch-G has chosen this person to walk directly in front of him. (Are you thinking what I'm thinking?)

From this point Winch-G becomes an independent sniper — a skilled and relentless hunter bent on eliminating the rest of the mission group. As if the group didn't have enough problems.

21.8.9 A Difficult Decision

At this point, the PCs have several options:

1. *They can try to continue with the mission.* They no longer have the robot-location device (Winch-G has it), but they could continue looking for signs of the fate of Borron-I's group and gathering information on CBI Sector.

This is a very noble commitment, and would be thoroughly approved by The Computer, but with Winch-G at their backs, and the perils of CBI Sector before them, their chances of survival are not encouraging.

2. *They can abort the mission and return immediately.* There is considerable justification for this decision. Without Winch-G and the robot location device, the mission cannot be completed, and the PCs have learned enough about CBI Sector already to know that it is no place for a bunch of rookie Troubleshooters.

The problem with this is that Winch-G will be gunning for them all the way back to the Outer Terminal. And there is the problem of getting out the security door when they get there. The door cannot be breached with the standard resources at their disposal (though without demolition skill, no character can even say that with authority). Some of the experimental gear might be useful (like the portable power drill or the dynaknife); the details of this are left to the gamemaster's generous imagination.

3. *The PCs can go hunting Winch-G.* He is obviously a traitor, and traitors must be brought to justice. (Or the naive PCs may think he has been abducted.)

21.8.10 Winch-G's Tactics

Winch-G will stay within semi-automatic slugthrower range of the group, but concealed in darkness or cover. Winch-G will spray a few rounds from cover if the PCs approach him. Then he will scamper off to cover in a new position. Winch-G will remain in the Inner Terminal area as long as possible, since it offers plentiful cover and ambush opportunities, and since the PCs must come back this way if they penetrate deeper into CBI Sector.

If the PCs withdraw into the tunnel, apparently heading back to the Outer Terminal, he will follow at the limit of visibility, taking whatever opportunities present themselves, firing at the PCs' flashlights, or occasionally spraying at random into the darkness, hoping for a 5% hit.

Once the PCs reach the Outer Terminal, he must decide whether to make a desperate attack to prevent them from reaching the door. His alternative is to try to survive on his own in CBI Sector; this is an unattractive option, and unless the PCs are numerous and in a very secure position, he will probably risk an all-out assault on them.

21.9 THE CHOSEN PEOPLE

Episode Focus: *The PCs discover a strange primitive culture with some strange practices and doctrines. These primitives will attempt to take a PC captive for Menlo. If they fail, they will retreat into the residential section where they are protected by robot defenses.*

21.9.1 The Central Dome

The central dome has a high arched ceiling which makes the space seem open and inviting. The PCs enter from the Inner Terminal at the southern end of the oval dome. At the northern end of the dome is the passageway which leads to the research labs. The corridor from the northeastern edge of the oval leads to the residential sections. In the center of the oval is the empty Administrative Center. Around the circumference of the oval are empty shops and offices. A pair of autocar ramps and a bank of elevators in the Administrative Center lead down into the industrial section.

All of the vacant offices and shops around the circumference of the oval and in the Administrative center have been stripped to the bare walls, including lighting fixtures. The only light in the central dome comes from the lights scattered over the inner surface of the dome. The effect is as if someone had taken a suburban shopping mall and stripped it completely. Corridors and rooms are dimly lit by light that seeps in through doors and windows. The walls bear the marks of hastily-removed shelving and partitions. A shallow sea of debris covers the floors, and dust motes swirl in the shadows. The smell is of decay and neglect.

The PCs can search these abandoned offices and shops to their hearts' content, but there is nothing of importance in any of the rooms or corridors along the circumference of the oval. The only thing of interest in the administrative building is the bank of elevators leading down to the industrial level. The elevators are no longer in service (certain parts wore out and were never replaced), but the doors can be forced and the elevator shafts descended with the aid of

ropes. *(The industrial level is a deathtrap. See section* **21.10** *for details.)*

The floor of the oval itself is covered with plastigrass. North of the administrative building is a parking area for autocars and two autocar ramps which lead down to the industrial level. (The industrial level is a bad place. That's where Borron and his boys bought it. If the PCs go down there, they had better be fleet of foot rather than brave, or they will remain there indefinitely.)

The northern corridor leads to the research labs area. To reach the research labs area, the PCs will have to get past the Security Center. *(The Security Center is a deathtrap. See section* **21.11** *for the gory details.)* Unless the PCs are remarkably resistant to plasma weapons, they are going to be sorry they visited the Security Center.)

The northeastern corridor leads to a residential area. In this corridor the PCs will encounter the Chosen People, a tribe of humans living in primitive conditions in CBI Sector.

21.9.2 The Chosen People

The Chosen People are descended from a small group of Menlo's former Programs Group and Corpore Metal secret society members. They moved here with Menlo 50 years ago when Menlo took over CBI Sector. Unfortunately, CBI Sector had been thoroughly stripped of all modern conveniences. It took all of the group's skills and energy to survive the first few years. A hydroponics agricultural base had to be jury-rigged from elements of the abandoned industrial facilities. Since power could no longer be obtained from Alpha Complex, it had to be rerouted from the atomic power plant in the research labs.

Menlo has not wasted much of his time and effort looking after these people; he is much too busy with his bionic and robotics projects. However, Menlo is a semi-mythical character to this primitive tribe. He is the man who promises eternal life — the Man in the Machine.

The original promise that brought the Chosen People here with Menlo was that each of the Chosen People would one day be completely cyborged. As cyborgs, each person would become immortal. Menlo and his associates are the living proof of the potential of this promise. However, Menlo hasn't the resources to cyborg all of the Chosen People, even if he were so inclined.

Around this unfulfilled promise the Chosen People have built a sort of religion, complete with rituals, doctrines, sacraments, and liturgies; for example, "All comes from the Machine and Master. Menlo is the Master — the Man within the Machine." The most precious ritual of the religion is the mystical union of The Man with the Machine. In a drug-induced trance state, a man is linked in direct sensory hookup with a robot (a bit of Menlo's hardware wizardry). The central doctrine of the religion is that when one of the Chosen People dies, he is taken to the Security Center and left before the great doors. Miraculously the body is gone the next day. The Chosen People believe that the essence of the dead man is stored in a computer where it learns through patient study how man can become the machine. Then, when the essence reaches enlightenment, it will one day be born again in the form of a robot. Of course, it will remember none of its past life, but it is a common belief that most of the robots in CBI Sector are inhabited by ancestors of the tribe.

The most obvious religious observance is self-mutilation, which the Chosen People practice on themselves in a mimicry of cyborging. Typical examples include: metal eyes and ears, metal plates set into the flesh of the chest and upper arms, random bits of printed circuit healed into ritual scars. None of this is functional machinery; it only serves a symbolic function. Of course, it will present a rather bizarre appearance to the PCs.

Note: *Members of the Mystics secret society are always looking for new drugs to bring back to the society.* Even if a Mystic were to learn of the Chosen People's unusual and powerful drugs, because of their ritual religious significance, they would not be offered to unbelievers. Now, if the Mystic offered to become a convert....

Establishing cordial relations with the Chosen People.

21.9.3 The Will of Menlo

Word has come down through the priests of Menlo that he would be pleased to accept the offering of a live sacrifice — a captive from the group of Intruders who have defiled CBI Sector with their presence. The Chosen People know something of Intruders. They watched Borron-I's mission group as it investigated the central dome. Out of fear the Chosen People hid themselves from Borron's group, and Borron's group didn't search the residential area because they expected to find what they were looking for in the industrial area.

Now *the Chosen People have been directed to make contact with the Intruders.* Menlo has given directions through his priests that the Chosen People are to appear friendly with the Intruders, to win their trust with openness and polite curiosity. When the Intruders are properly off their guard, the Chosen People are to jump them, grab a captive and bear him away deep into the residential area where he is to be held until he can be delivered to Menlo.

The other Intruders are to be exterminated, if possible. The priests have been warned, however, that the Intruders are armed with awesome devil-weapons, and Menlo has privately advised them to withdraw the Chosen People into the residential area if the Intruders prove to be too much for them.

The Chosen People have been coached about the sorts of responses they are to give to Intruder inquiries. The Chosen People are to explain that CBI Sector is plagued by an army of insane rogue robots lead by a single insane genius robot. These insane robots supposedly make their home in the industrial area beneath the central dome. That is where the other Visitors went, down into the industrial area, and they never came back.

(Menlo's purpose in creating this little fiction is to enlist the PCs sympathies with the poor Chosen People, victims of a miserable existence and a plague of insane robots. Once the PCs are feeling sympathetic, they will be more easily surprised and betrayed. Also, Menlo knows the PCs will go looking for Borron's group, and the industrial area is a certain deathtrap for the Intruders.)

21.9.4 Capturing a Living Sacrifice for Menlo

(For most combat attributes of a Chosen Person, see the NPC sheet (**21.9.5**). For simplicity's sake, we only give you one set of stats. Feel free to adapt or improvise minor variations on the theme. The players will never notice if you keep things moving.)

As the PCs approach the northeast corridor, a group of 20-40 Chosen People will greet the PCs as liberating saviors. There will be much rejoicing, clapping on the back, and teary-eyed thank-yous. The PCs may eyeball the ritual mutilations with horror, and they may be initially cautious and paranoid, but it is the GM's job to sucker them into being sympathetic with the poor Chosen People. The more completely the players swallow the bait, the more horrifying (and entertaining) the betrayal when the Chosen People turn on the PCs.

Note: *The Chosen People have nothing but surprise going for them if there is any kind of struggle. They are not skilled fighters.* They haven't got anyone to fight in CBI Sector. There are no weapons among them. Their only chance is to overcome a PC in unarmed melee. On the other hand, the PCs with their modern weapons will cut through the Chosen People like a knife through hot butter. *If things get out of hand, the priests will immediately call a retreat* into the dark corridor leading to the residential area.

If the PCs pursue the Chosen People, there is another unpleasant surprise in store for them. *A quartet of special experimental combots deeper in the corridor guard the residential area* against unwanted intruders. (Oh, bountiful and generous Menlo!) These combots have a full range of sensors — infrared, radar, and sonar in particular — and they will be at an advantage in the dark corridor. Worse yet, each robot has a turret fitted with twin stunguns. Because of their excellent sensors, their superior programming, and their superb engineering, these combots are crack shots.

If the PCs run into these robots, they have two choices; run and maybe escape, or stay and face almost certain capture and eventual delivery to Menlo. (**Note:** *any PC captured by the Chosen People or Menlo is as good as dead.* Time for a new clone. If the PCs manage to escape and later return to CBI Sector, they may meet a brainwashed shell that resembles a character captured by Menlo.)

Special Experimental Combots (Four in number): *Move:* Walk/Run. *Weapons:* 2 Stunguns. *Attack:* 75% to hit. *Armor:* Equivalent to a Flybot Model 816.

21.9.5 The Chosen People NPC Sheet (see charts and tables)

21.9.6 So What Did You Expect?

If the PCs weren't successfully tricked and captured by the Chosen People, or if they managed to avoid getting stunned by the special experimental combots and captured, *then they can go someplace else in CBI Sector* and get into some worse trouble. Or they could end the mission and try to go back through the transit tunnel where Winch-G is waiting to bushwack them. Or they could just shoot at each other for a while. It's nice to be able to choose among a variety of options.

21.10 THE INDUSTRIAL LEVEL

Episode Focus: *For RED level adventurers, this is a deathtrap. This is where the smart characters will run away.*

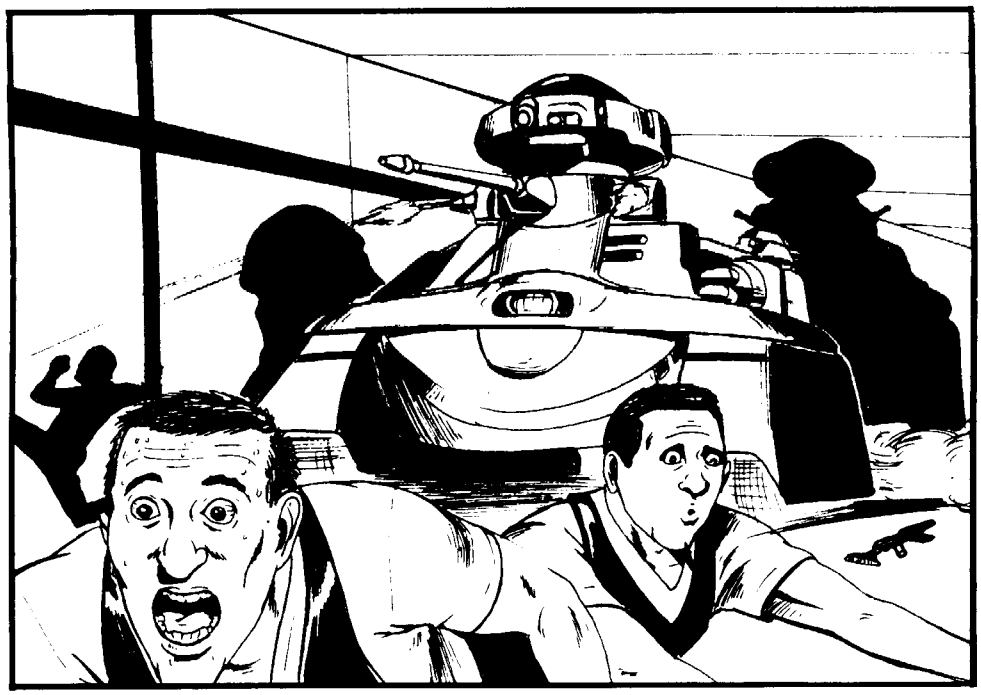
21.10.1 The Cargo Terminal

The PCs can obtain access to the industrial level in two ways. One possibility is to walk down one of the two ramps in the parking area north of the administrative center. The other is to descend through the shafts of the out-of-service elevators in the administrative center. Either route will bring the PCs to the cargo terminal which is directly beneath the central dome. From the cargo center two large corridors lead to the two industrial centers proper to the southeast and southwest.

But the PCs are not going to get to the industrial centers proper. Not unless you are a very wimpy gamemaster. Because the cargo terminal is guarded by four first-class combots. This is where Borron-I's mission group was wiped out. They were well-armed and experienced, but they weren't wearing power combat suits, and were hardly a match for advanced combat robots. Actually, they were a little careless, too, because they didn't expect to meet up with the equivalent of armored tanks in a cargo terminal. Surprise!

blasters tore up the interior of the cargo area and the bodies of the expired Troubleshooters.

The cargo terminal is too dark for the PCs to see the bodies or the warehousing and corridor area clearly without a closer inspection. If the PCs are not too curious — that is, if they are smart enough to be terrified by what they **don't** see as well as what the **do** see — they may survive. *If they leave immediately and do not move further south into the cargo center to investigate the bodies and the corridors, the combots will*



Troubleshooters performing retrograde maneuvers.

21.10.2 The Fate of Borron's Mission Group

Borron-I and his agents descended the autocar ramps and proceeded through the cargo terminal corridors leading to the industrial areas. To that point they had only encountered numerous but unsophisticated jackobots that had obviously been inadequately adapted to combat service. Two mission group members had been killed in the ambush at the Inner Terminal, but the element of surprise is what got them. Once the group realized what they were dealing with, it was relatively simple to mop up the resistence. Borron-I was surprised to encounter any resistence at all, and wasn't sure what he was dealing with, but he didn't think it was likely to present a serious threat to him or his group.

This failure of imagination was what cost him and his agents their lives. As they proceeded from the ramps toward the industrial area corridors, they were attacked by four swift combots that appeared out of the corridors. *Borron-I made one fatal mistake: he tried to shoot it out with the combots. Within seconds it was all over.*

21.10.3 Discovering Borron-I's Mission Group

As the PCs descend the ramps or as they emerge from the elevator shafts, they will find that the cargo terminal area is in darkness. As they play the lights of their flashlights over the floor, they will discover the four bodies of Borron-I and his fellow Troubleshooters. They will also notice the signs of a firefight in which flamethrowers, HE and AP slugs, and sonic *be forced to fire at long range* and in hot pursuit. And their pursuit is blocked by the fact that they are too wide and heavy to use the autocar ramps. If the PCs can get up the ramps or up the elevator shafts in a hurry, they will be safe from the combots.

21.10.4 The Combots

But curiosity killed the cat, as they say. *If the PCs are earnestly trying to complete their mission,* of course they will want to investigate and retrieve the bodies and their gear (particularly the multicorder) at least, perhaps with the further intention of investigating the corridors and the industrial areas beyond. If so, *roll the credits.* The End.

In the few seconds before the combots are tearing out of the corridors with their slugthrowers and flamethrowers blazing, the PCs will notice that the Troubleshooters apparently died with their boots on and their weapons firing. The multicorder is shattered and partially melted. The walls of the cargo terminal near the southern end are marked with the evidence of a few stray rounds of HE and AP slugthrowers fire.

Suddenly the combots appear from the southern corridors moving at sprint speed, firing all their weapons! If the PCs turn and sprint immediately, there is a faint chance they will escape. As GM you must decide if their behavior is incautious, unprepared, or unimaginative enough to warrant classifying them as surprised. If they are surprised, they should certainly be overrun.

The combots will pursue the PCs relentlessly. If the PCs try to take refuge in the offices

or warehousing areas, the combots will smash in after them, shattering the flimsy partitions with their bulky bodies and their awesome firepower.

They cannot ascend the autocar ramps, but they will continue firing at any target that presents itself on the ramp or from the top of the ramp. If the PCs manage to make it to the top of the ramp, figure out the combots can't pursue, and try to fire down on the combots from full cover, the combots may have to retreat back into the corridor. This would have to be considered a moral victory for the PCs.

Advanced Combots (Four in number): *Move:* Walk/Run/Sprint. *Weapons;* Sonic Blaster, Flamethrower, Semi-Auto Slugthrower (HE and AP shells) (turret-mounted). *Attack:* 90% to hit.

(weapon type)	L	S	E	P	AP	F	MS	M
Armor:	6	8	5	7	5	7	8	9

(number following 'Armor' indicates shifts left on Damage Table vs. indicated weapons type firing *against* the combots)

21.10.5 Well, Are You Ready to Go Home Now?!

If the PCs manage to get multicorder records of the scene in the cargo terminal or of the combots, they will be in line for commendations if they make it back to Mission Control. If they actually retrieve the bodies or gear of Borron-I and live to tell about it, you have the makings of a legend here. And, of course, if they aren't dead yet, the PCs may always go looking for some more trouble. Well, if they haven't visited the Security Center yet, you may have another chance to teach them how to die gracefully.

21.11 THE SECURITY CENTER

Episode Focus: *For RED level Troubleshooters, this is a deathtrap. If the PCs are cautious, maybe someone will survive.*

21.11.1 The Security Center

When CBI Sector was originally built, the research labs area was restricted to authorized personnel only. Any personnel entering the labs area had to present themselves to a guard at the armored kiosk outside the security gates. There they had to be identified before they could be admitted into the research center.

The armored kiosk has since been abandoned, and all the power and control systems have been dismantled. The gates can no longer be opened from the kiosk. Menlo has installed a concealed IR identification system. Any robot or cyborg that wishes to travel through the security center must broadcast a coded infrared signal which is picked up by concealed receptors in the security center area. The gates are then opened automatically.

A robot back-up security system guards the entrance from inside the massive security gate. If someone successfully bypassed the infrared code signal and opened the gates (either by physically forcing or destroying the gates, by electronically defeating the infrared receptor system, or by somehow discovering the infrared code), an alarm would be sent directly to Menlo, who would instantly give the matter his full attention. If the intruder could not be recognized as a welcome guest, then the plasma generators would reduce the intruder to its lowest common denominator.

21.11.2 The Guardbots

There are two measly guardbots outside the Security Center, but these are just to discourage the primitives from becoming obnoxious. The PCs may be lulled into a false sense of security by the ease with which these guardbots may be dispatched.

Guardbots (Two in number): *Move:* Walk speed. *Weapons:* 2 Sonic Pistols, 2 Stunguns, and a tangler. *Attack:* 50%. *Armor:* Kevlar equivalent. *(These are identical to the guardbots encountered in section* **21.6.2**.*)*

21.11.3 The Security Kiosk

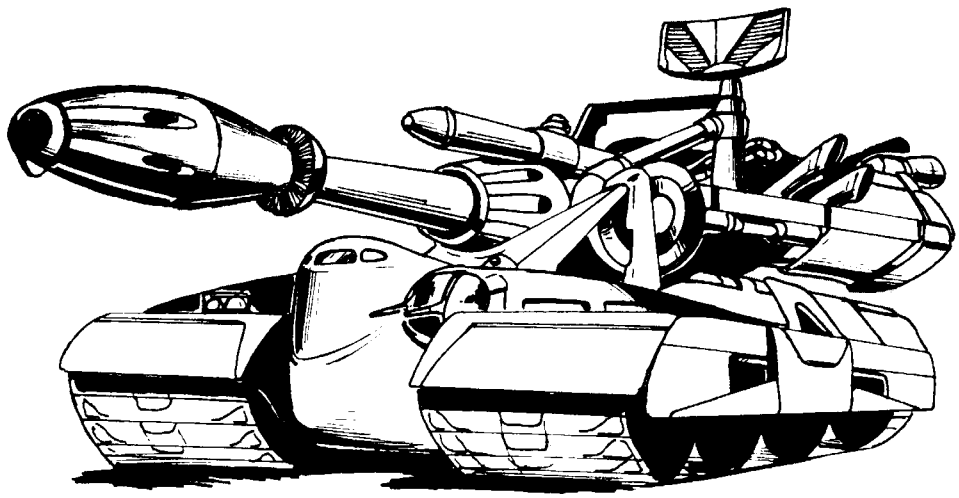
This is a small armored building where the guard used to sit who checked visitor identifications and who opened and closed the gates. In order to investigate this building, the PCs will have to break in. Since the building is designed to be resistant to this sort of thing, they will have to use explosives and/or destructive weapons. *Refer to the Vehicle Damage section of the Damage Table* **13.4.1** *for the effects of explosives or weapons used to break into the kiosk.* (Assume automatic hits.) *If the result is "no effect," "distraction," or "minor damage,"* the kiosk's walls are not breached. If the result is *"major damage,"* the kiosk walls are breached, and the rest of the power and control systems are not significantly damaged and may be jury-rigged. *If the result is "destroyed" or "vaporized,"* the kiosk walls are breached, but everything is so badly damaged that jury-rigging the power and controls for the gates is impossible. (Kiosk walls are equivalent to Kevlar armor.)

The gate power and control systems have been disconnected, but a combination of successful electronic and mechanical engineering checks permits the PCs to patch the system enough to open the gates. (They'll be sorry.)

21.11.4 The Security Gates

The PCs will have to be ingenious to open these gates. They may jury-rig the kiosk power and control systems (as described in section **21.11.3** above). The only weapon they may have that can breach the armored gate doors is the experimental plasma generator they may have obtained at the R&D labs. *Nothing short of a cone rifle AP or tac nuke shell or a plasma generator can punch a hole in these doors (10% chance each).* Menlo believes seriously in privacy, and these are serious privacy doors.

If the PCs decide to sit and wait until someone opens the doors, familiarize yourself with the rules section (**14.5**) on starvation. Nothing comes or goes through these doors without Menlo's permission, and Menlo isn't going to open the doors while the PCs are in CBI Sector.



The Sun Cannon (This mission will self-destruct in 15 seconds).

21.11.5 The Bad News Behind the Security Gates

Two *giant plasma generators are mounted on turrets inside the gates.* The range of these super-plasma guns is 50m; they can fire continuously. Anything in range is in serious trouble.

(weapon type)	L	S	E	P	AP	F	MS	M
Turret Armor	6	8	5	7	5	7	8	9

(number following 'Turret Armor' indicates column shifts left on the Damage Table vs. weapon firing against the plasma generators)

For mop up, there are **two** *advanced combots (identical to the one in section* **21.10.4**.*)* If someone decides to sit off at a distance and take potshots at the plasma generators turrets, these combots will rush out and turn him into applesauce.

21.11.6 Mission Impossible

If the players decide to subject their characters to this maelstrom of destructive firepower, you should be able to kill them off with a clear conscience.

If any of the PCs have accidentally survived the marshmallow roast, they should be getting just about ready to go home. I would be. Wouldn't you? *(Don't forget old bushwacking Winch-G who is calmly waiting to ambush them back at the Inner Terminal.)*

If by some miracle the PCs overcome the two plasma generator turrets and the two advanced combots, you had better be good at improvisation, or you better have prepared your own notes about CBI Sector beyond the Security Center. Do you get the picture? (What I'd do is quickly invent the "sun cannon," make up some absurdly powerful statistics about it, and set it up just down the hall from the plasma generators. I'll be damned if I'll let some cheesy player characters push me around.)

21.12 CLOSING OFF THE ADVENTURE

21.12.1 The Dramatic Conclusion

On the offhand chance that the players do not manage to create their own dramatic conclusion (that is, if they avoid being eliminated by the innumerable annoyances already catalogued above), here is a fitting climax to the adventure **— the appearance of Menlo himself.**

This climax is not scheduled for any particular

place or time. (Menlo goes anyplace he wants, anytime, in CBI Sector.) It can be used whenever the gamemaster feels that the adventure is ready for a conclusion (i.e., when he wants the other players to go home and let him get some sleep). Ideally it should come after the PCs have encountered something that has nearly killed them off, or which has presented them with an almost insurmountable obstacle. They will be very frustrated at this point, and will be thankful for an honorable opportunity to retreat and lick their wounds.

Menlo's Arrival

Menlo will arrive in the convoy of several heavy duty combots similar to the ones found on the cargo level. With Menlo will be a cybot factotum — a formal loyal servant who has been graced with a jackobot body to enable him to faithfully serve Menlo forever. The cybot companion, Reeves, will do all the talking, with the exception of a final portentious address by Menlo.

As Menlo and his royal train arrive, the characters should be warned of their approach by a clatter of treads and roar of powerful engines — roughly equivalent to a Panzer division on the move. The actual appearance of Menlo and his robots should be so powerful and intimidating as to immediately forestall any PC discussion of attack. *This should be a talk encounter, and any PC who wants to shoot it out should be vaporized.*

Reeves should look exactly like a normal old-fashioned model jackobot, but he should speak like a refined butler and diplomat. (Think Masterpiece Theater or some other high-class British entertainment.) Menlo should look like a cross between a mobile foundry and the battleship New Jersey.

Reeves will ask the below-listed questions. He will entertain no questions or statements from the PCs. If they try to say anything that is not a direct response to his questions, he will politely tell them that he is not interested in hearing anything but relevant responses, and he will gesture meaningfully. At this gesture, all the weapons of the assembled combots will track in concert on the speaker.

The questions:

"Why have you come here?"

"What damage have you done in CBI Sector?"

"What plans do you have for paying for the damage you have caused?"

"When were you planning on leaving?"

When Reeves has had the PCs responses to these questions, he will communicate the following demands:

"You are to leave immediately."

"Tell your superiors that no one is to visit CBI Sector again, or they will be executed immediately."

(Reeves will now list the damages the PCs have caused in CBI Sector, then name a ridiculously large sum of credits that Menlo demands as reparations for the invasion and destruction of CBI Sector. Make the sum about five times larger than you think is unreasonable, and insist on payment in terms of fuel, fissionables, weapons, robots, or some other valuable commodity, to be delivered to the platform outside of CBI Sector. Menlo is really angry, and he doesn't really expect to be paid anyway.)

"If this is not done within five days, Menlo will take action to punish the unwise rulers of Alpha Complex. Go. Tell your superiors, and never return, if you value your lives."

When Reeves has finished, Menlo makes a brief address. The special effects on this should be very dramatic. All the lights in the vicinity dim just before he speaks. Menlo's voice issues forth simultaneously from every speaker in CBI Sector, even the speakers on the PCs' equipment. The volume is overwhelming and painful to the PCs' ears, and the voice seems to come from everywhere. The effects should be as close to the earthly presence of a god as can be produced with high technology and dramatic staging.

Menlo's Address:

"I was present at the beginning. I will be present at the end."

"Your lives mean nothing to me. Your minds are too small to notice."

"Your computer is a child's toy. Its laws and requirements are of no consequence."

"You have seen your future. Be thankful and go."

The lights should return to normal and everything should seem ominously silent after the echoes of the great voice of Menlo have faded.

This is only the eye of the storm.

The PCs should begin to leave immediately and without delay. If they stall or linger, warning shots will be fired. The combots open fire on the PCs if they do not take the hint with satisfactory enthusiasm. The combots and Reeves (but not Menlo) follow the PCs to ensure their swift and unambiguous departure, firing an occasional piece of ordnance to encourage an ever greater zeal in their withdrawal.

21.12.2 If None Return...

If no one returns from CBI Sector — that is, all the characters are either killed, captured, or voluntarily remain there — then the end of the adventure is self-evident. If you want to run the adventure again with new characters, you can either use clones of the originals or you can let the players create new characters.

Peter-I and Mission Control don't know any more about CBI Sector than they did before (other than that it was tough enough to eliminate a GREEN level leader of questionable loyalty and his wet-behind-the-ears RED level cannon fodder). They may decide to scrub plans for CBI Sector indefinitely (in which case you need another adventure for your players), or they may want to send another mission immediately (in which case you may have to make some adaptations for CBI Sector to account for the impact of the Troubleshooters' recent visit). If they decide to send another mission group, they will probably make very few changes in their original mission plans other than to authorize the use of some heavier ordnance and more elaborate sensor and communications gear.

Depending on how far the first mission group got and how much of a threat they presented, Menlo may have beefed up his defenses somewhat. He may have activated a small army of obsolete jackobots and armed them with hand weapons. He may have released some advanced combots from the research labs area, permitting them to operate in the central dome area or in the transit tunnel. He may even have armed the Chosen People, creating a pathetic rabble to harrass any future Intruders.

21.12.3 To Bring the Adventure to a Quick End

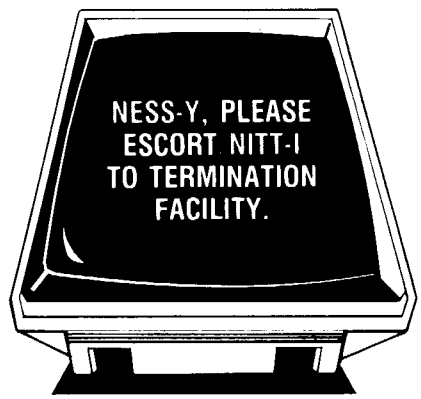
If you are getting tired and feel like cutting off the adventure, or if it's getting late and you don't want to play all night, here are some ways to bring the adventure to a quick close:

1. *Send a swarm of advanced combots* (say, fifteen or twenty) from the research labs area into the central dome area and transit tunnel. Declare open season on RED level Troubleshooters. (Incidentially this sort of ending is in fairly bad taste unless the player characters get enough warning to run away if they are smart. If they hang around with fantasies of a General Custer-style last stand, it's their own funeral.)

2. *If the party hasn't reached the Inner Terminal yet, and Winch-G is still with the group, his sudden disappearance* with the robot identification device *may inspire the* inexperienced *RED Troubleshooters to abort the mission* and return to Mission Control for further instructions.

3. *At any time, Ness-Y* (the Internal Security agent present at the briefing) *and a crack platoon of IntSec goons may appear* behind the mission group with an order from Peter-I that the mission is to be aborted immediately and the mission group is to return immediately for a debriefing.

This means that Ness-Y has received a tip that Winch-G is a confirmed traitor and likely to be sabotaging the mission. Everyone is to be taken into custody, but *Winch-G* (if he's still with the group) *will certainly choose to shoot it out* rather than give up without a fight.

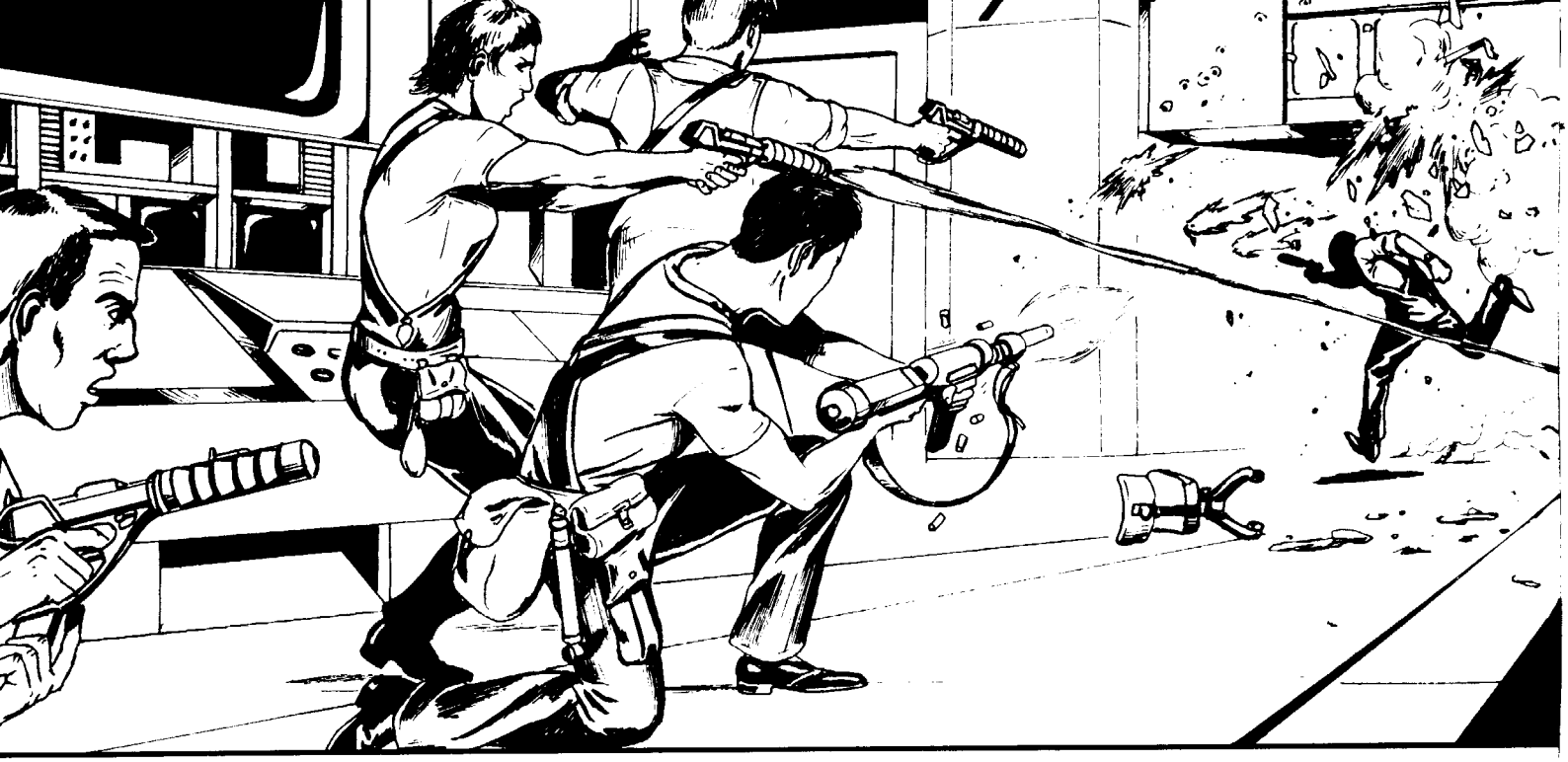


21.12.4 If Anyone Makes It Back Alive...

If at least one Troubleshooter manages to return intact, a debriefing will take place in the same room where the group was originally briefed. Before the verbal part of the debriefing takes place, Peter-I and the other NPCs will review the multicorder record in the briefing room while the PCs separately complete their Mission Report forms in small isolation booths. (See the Mission Report Form (**21.12.5**) below. Make copies of the report or dictate the responses required and have each player fill one out.)

As the gamemaster, you know what happened during the adventure and what could have been recorded on the multicorder, and can use that as a basis for judgement of the mission's success or failure. If no multicorder record exists, then you must judge on the basis of the written and verbal reports.

First, as gamemaster, review the written mission reports. Be alert for charges of treason, but do not discuss them initially. *These reports are reviewed by* the NPCs who participated in the original briefing: *Peter-I, Ness-Y, Dr. Num-O, and Rolly-O.* Through these NPCs you should ask the players questions about any reports which seem vague, incomplete, or inaccurate. For example, Rolly-O may insist on a detailed descrip-



A post de-briefing mission evaluation.

tions of all the robots that were encountered, or may wish to make critical remarks about the group's inability to accomplish a simple task. Ness-Y may have specific questions about the disappearance of Winch-G. Peter-I may want to know why the Troubleshooters returned without completing the mission.

Let the players make explanations or excuses in response to the NPCs' questions. This their last chance to make a favorable impression or to tell their side of the story.

Once everyone has had their say, Peter-I should present his evaluation of the mission. This is the moment when loyalty is praised and rewarded, and when treason is unmasked and punished. The Vulture Squadron Guards at the door nervously finger their weapons. The purpose of the high bench for the NPCs may become suddenly apparent; the NPCs look like they are ready to duck behind it when the shooting starts.

Peter-I should begin with praising or criticising the overall performance of the group. He should summarize the objectives, weigh the obstacles faced by the mission group, and judge how successful the mission has been. If the mission has been particularly successful, there may be some credit bonuses. If the mission has been particularly unsuccessful, there may be some fines and/or demotions.

As far as commendations go, the PCs will have no idea who has received a commendation. That's up to Peter-I (and the GM), and it should remain a secret. On the other hand, the players ought to be able to infer whether Mission Control is pleased or disappointed in their performance.

Finally, if there are any traitors to be declared, Peter-I must announce them and request the guards to take them into custody. You as gamemaster will have reviewed any accusations of treason in the mission reports. You will have reviewed the multicorder record and compared it against the accusations. You may request private conferences with various player characters to ask questions for more details or to challenge them on points of fact. After you have reviewed the evidence and testimony, you must decide if there are any substantiated charges of treason.

When you declare the charges against a traitor, milk the dramatic moment for all it is worth. List the charges first, so there is some suspense about who will be charged. Always save the most serious charges for last, building to a dramatic climax from petty treasons worth a fine up to unspeakable treacheries against the sacred honor of the Troubleshooters, The Computer, and Alpha Complex.

Permit accused traitors to make a brief statement before they are taken away. This is a great opportunity for defiant speeches or vengeful counter-accusations. Occasionally great oratory may save a traitor from execution.

Once all the excitement is over, Peter-I will dismiss the Troubleshooters to return to their quarters. He closes with one final word. Because of their experiences in CBI Sector, they have been permanently posted to a special operations group called Project CBI. They can rest assured that they will be called upon again as soon as the next mission is sent to CBI Sector. Peter-I will then pause meaningfully, waiting for the sincere avowals of gratitude from the player characters. A particularly impulsive, sincere, and effusive expression of gratitude ought to be worth an award of a skill point in bootlicking.

21.12.5 Mission Report Form (see charts and tables)

21.12.6 Bookkeeping

If the mission group makes at least a partial report on the fate of Borron-I's party (if they discover and properly interpret the signs of a firefight in the Inner Terminal) and if they return with detailed information about the varieties of robots they encounter, they may receive a commendation point. If they survive encounters with the Chosen People, the combots in the cargo terminal, or the plasma generator turrets in the security center, they may receive as many as 2 commendation points.

On the other hand, if they lost or damaged any of the equipment they were assigned, or if their reports were vague and unsubstantiated, they will be lucky to avoid treason points for negligence.

Characters who received experimental equipment must make a report on its performance for Research and Development. If they have lost or damaged the equipment, they may be fined or charged with treason. If they have made a sincere effort to test the equipment and report on its virtues and flaws, they will receive a 100-credit bonus. If they are smart enough to make a glowing report about defective items designed by politically-powerful R&D personnel, they may receive a 200-credit bonus. If they are really clever and make a detailed report exposing a fraudulent device, they may expose a traitor in Research and Development, earning a commendation point and a 100-credit bonus.

For other awards of commendation points and treason points, review rules sections **17.1** *and* **17.2.**

Judgement of secret society point awards must be made according to each individual case.

See section **17.4** *concerning skill point awards.* For this adventure, player characters should earn from 1-3 skill points.

Award the first of these skill points as a restricted skill point according to the skills the PC used most frequently during the adventure (probably a weapon skill). Any other skill points (if deemed appropriate) should be awarded as discretionary skill points.

For brilliant or spirited play beyond the call of duty, a merit skill point may be awarded — for example, a character who manages to kill or capture Winch-G and return him for justice, or a character who made a heroic stand (no matter how brief) against the combots in the cargo terminal, and who lived to tell the tale. This is the stuff legends are made of.

21.13 PLAYER CHARACTER MATERIALS

(The player character materials comprise that body of information which is to be distributed

to the players during the pre-adventure briefing. Here follows a list of same.)

21.13.1 Player Character Background: Ronnie-R-RGN-2 (see charts and tables)

21.13.2 Player Character Background: Puck-R-UPP-1 (see charts and tables)

21.13.3 Player Character Background: Mem-R-EXX-1 (see charts and tables)

21.13.4 Player Character Background: Tois-R-USS-1 (see charts and tables)

21.13.5 Player Character Background: Capper-R-OSX-1 (see charts and tables)

21.13.6 Player Character Background: Phred-R-MNM-1 (see charts and tables)

DESIGN NOTES

The Exhortation

At your service...

: It has always been a dream of mine to design and publish a game, and here it is!

: ***Paranoia*** was designed to fill a role-playing need, rather than to fulfill my design ambitions. There was no game which fostered a play environment of treachery, suspicion, fear, and quick and easy death, in which the players compete just to stay alive.

: In my fantasy role-playing campaign, I had seen the more forceful player characters repeatedly bully the weaker ones, become powerful, become complacent, and then turn on the gamemaster. The world of ***Paranoia*** makes the dangers of passivity so appallingly clear that even the milquetoasts among the player characters become able to resist the Machiavellian play style of a Mike Rocamora or an Eric Goldberg. Best of all, Mike and Eric transferred the aggressive responses of their characters from the gamemaster to one another.

: An important element of the background was the ready availability of colorful and incredibly destructive weaponry. Players of the "Bang! You're dead!" school will make like pigs in the mud. Another key feature is the controlled, limited data base, which the players affect greatly, but often aren't sure why — or even how — they have affected it.

: A good rule of thumb is "shoot first, accuse later." Accusing someone first gives him an almost fair chance to shoot you, while shooting first eliminates the person most likely to argue for your execution. It's simple, easy-to-remember rules like these that make great games.

: The secret societies are included to prevent accidental co-operation between players, to give characters more personality, and to keep lovers of late-night TV happy. The mutant powers not only give everyone a secret weapon, but also ensure that all characters begin as Traitors. Game balance is very important.

: As gamemaster, I found it was best to sit back, and encourage the player characters to betray each other by passing harmless notes to each of them or by an occasional meaningless die-roll punctuated by a chuckle.

: The gamemaster must, at all times, bend over backwards to be fair to the players. There are plenty of opportunities to kill any player who has ever annoyed you, as no one really knows what's going on except for you.

: Leniency towards the players is discouraged, except when it speeds up play. If, for instance, we are playing in continuous session, I wouldn't ask the player to figure the 10% per clone reduction in abilities so that the death of his character would interrupt play as little as possible. Before the start of the next session, of course, all deductions for previous deaths would be calculated.

: I'm still not sure how Eric, Greg and Ken were able to make such a good game out of my notes, but they did. Thanks.

: If you play ***Paranoia*** and enjoy it, you're playing it correctly, no matter what the printed rules say. If you don't like some of these rules, make up your own.

End transmission... Dan Gelber

The Speculation

Before that dreadful neologism, adventure gaming, was coined, a common term for the hobby was "conflict simulations". The term made eminent sense when the hobby was largely a wargaming one, but makes a good deal less sense when role-playing games are such an important element. The value of the term lay in the fact that it identified a significant factor which virtually all these games had in common at the time. Since then, the hobby has expanded in entirely unexpected ways, but has still remained a single hobby; clearly some underlying commonality remains.

I believe that commonality is that virtually all adventure games are, in some sense, story-telling devices. Traditional wargames allow the players to change the course of history; the story they tell is an alternate history one, in which the players are challenged to avoid the mistakes of the historical generals, to act more brilliantly than they. Role-playing games tell stories in more immediate ways; the interaction of a plot outlined by the gamemaster and the actions of the players' characters produce a story.

Most role-playing games are generic. That is, a typical role-playing game, in theory, is designed to allow players to tell any story from a particular genre. *Dungeons and Dragons*™ is supposed to allow the gamemaster to play out virtually any story from the fantasy genre; *Traveller* from the science fiction genre; and so on. In fact, of course, each game orients players to particular types of stories — *D&D*™ to dungeon-crawling, *Traveller* to Miller's humaniti universe, etc., but a clever gamemaster can break out of these limits.

Paranoia is a different kind of game. It is not generic; instead, it is designed as a vehicle for a particular type of story, the humorous dystopia. It is, to coin a term, a "limited scope" role-playing game. This game genre presents its own advangtages and limits.

The main advantage is that it can be designed to tell a particular type of story very well. The broader the scope of a game, the more effort a gamemaster must take to adapt it to the particular circumstances of a story. (Try using *D&D*™ to tell a Norse family saga; it can be done, but requires much inventiveness on the part of the GM.) A game with a tight focus, such as ***Paranoia,*** can incorporate systems to expedite its kind of story — as an example, the treason point system, which encourages the paranoia which is the raison d'etre of the game. The other advantage is that any story has a particular type of atmosphere, which is designed to engender a particular kind of emotion in the reader (or player). A fantasy story, for example, can be written to provide a vicarious feeling of competence and strength; to engage a sense of wonder; to disgust or horrify; or for any number of reasons. A generic fantasy game must be able to do all of these things, and since it must do all, it will not do many of them well. ***Paranoia,*** however, is designed to transmit one primary emotion: fear. In the hands of a good GM, I believe it does so quite well.

The main limit is that players want continual variety in their stories. Obviously, the details of a ***Paranoia*** game can vary greatly from expedition to expedition; but in the final analysis, they usually tell a story of betrayal, back-stabbing and random death. After a time, that may pall.

Which brings up another point. Most role-playing games are designed to be played as ongoing campaigns, containing a dozen or more players, meeting at least once a month, and continuing for years of real time. Although some may establish ***Paranoia*** campaigns of this scope, I suspect another pattern is more likely: a group will play it a few times, then go on to other diversions — and, every so often, will decide to pull the game out and play it again. In other words, I suspect it will be a game people will play when in the mood for a bit of frivolous aggression release, rather than religiously.

To some degree, I think this game, designed as a change of pace from other role-playing games, is a pattern that will be repeated a lot in the future. *Toon,* another game of my design, is designed with the same goal in mind. There may be some who want to play an ongoing Saturday morning cartoon campaign, but I suspect most will play it as a change of pace.

In general, as gamers get older and have less time for gaming, I think they'll come to prefer games which do not require the same depth of involvement as the generic systems; so, perhaps, ***Paranoia*** is the wave of the future.

—Greg Costikyan

The Apologia

We have made light of violence, torture, totalitarianism, Christianity, the international Communist conspiracy, and the Sierra Club. We have also been silly when we could have been toiling for universal justice, brotherhood, and the dignity of man. No doubt we will be castigated for our frivolity upon the dawning of an Age of Reason in which these laudable goals are realized.

I'm not sure we would have wanted to be Dickens or Dostoyevsky, even if we had the talent. You should be comforted that such writers have already produced some very nice work. If you don't like ***Paranoia,*** we can heartily recommend *Crime and Punishment.* That's a very nice book.

If you are inclined to be offended by anything you find in ***Paranoia,*** you should feel secure —

and superior, if that suits your fancy — in catching us out in an attack of irresponsibility. In our defense, we can only shrug and say, "Boys will be boys".

—Ken Rolston

The Explanation

Paranoia is purposeful parody. The reason for this blindingly obvious statement is that there will be those who will froth at the mouth in response to the irreverent tone of this game, and who will construe the design as everything up to and including an attack on baseball, apple pie, hot dogs and Chevrolet. (For the record, all of us enjoy hot dogs and apple pie; I am a rabid baseball fan; and, as only one of us holds a driver's license, the last point is moot.) Ken and I have striven to communicate not just the instructions for playing the game, but the spirit in which we have enjoyed the play of the game and which inspired us to bring the design sketch to publication.

Understanding the mindset of the world of ***Paranoia*** is as important to an appreciation of the game as understanding the sturdy game system which supports it. To this end, the text was written to be literately humorous. The writing was among the hardest work invested in the game: it is not very hard to write humor; the skill and effort comes in the writing of consistently amusing humor. Good writing, fortunately, is becoming less rare in role-playing games, as designers have recognized that games, as with any other ideas, are best described by clean, effective prose. If there is one new contribution to game literature for which I wish to pat us on the back, it is the textual presentation. (I hope you didn't expect modesty and humility in this space. Cheer up. We could have tearily thanked our parents, fifth cousins, paramours, dogs, ad nauseum, and bored you to distraction.)

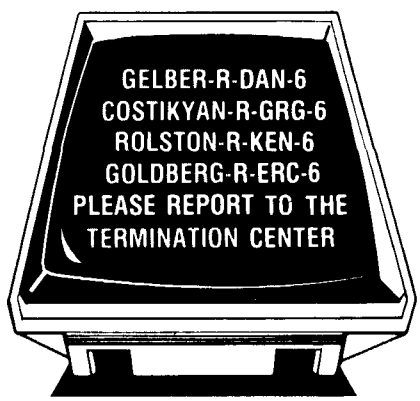
Role-playing pundits have recently come to the conclusion that adhering to game rules is not a Good Thing. We quite agree. The elaborate descriptions in ***Paranoia*** are certainly not intended to be taken as guidelines to be religiously observed. The goal of these rules is to make you understand the purpose of the game and the ethos of its world. Then, as with any good role-playing design, the game becomes malleable in the hands of you and your friends. It becomes your game, to become whatever you want and to go wherever you wish to take it. The preparations which went into the finished product have achieved their purpose if they have allowed you to appreciate the design and background.

The tenor of adventures in the world of ***Paranoia*** can encompass a fairly wide range. We have experienced play sessions with the usual fear and loathing, with GM and players reduced to hysterical laughter, with co-operation (!), and so on. I am not claiming that we have a game which supports everything from Shakespearean tragedy to slapstick comedy, but that the world has more dramatic range than is apparent at first read. I can, for instance, envision Bill Murray in a comic cinematic romp through the world of ***Paranoia.*** (The rumor that we are negotiating with Murray or his agent for movie rights is hereby squelched.) In this I must disrespectfully disagree with Greg, who maintains that fear is the be-all and end-all of ***Paranoia.*** We could discuss Greg's childhood traumas or proclivities towards morbidity, but there are libel laws to be considered.

Actually, this game should be seen as evidence of considerable maturation towards sobriety for Greg and myself. Before your jaw connects with the floor, consider that the two of us unleashed *Swords and Sorcery*™ on an unsuspecting world five years ago. It was a bestseller in its time, and a game of which I am still perversely proud, including as it did the Stream of Consciousness, New Orc City, the Rex Rotary (which duplicated Tyrannosauri Rex) and the infamous Killer Penguins, among others. You can argue whether the combination of two fantasy fans' indulgences and a spate of interesting systems made Art, but there is no doubting that our current collaboration is more of a coherent whole.

Which brings us to the question of whether this game is Art. Ken, in his more enthusiastic moments, maintained that this product could be High Art (and that we would only know after gamers and critics viewed it from the perspective of several years). At other times, we believed that the game was an exercise in farce. Whatever the case, ***Paranoia*** is the only game which could be both at once. Now there's a distinction.

—Eric Goldberg



—Larry Catalano
Nick Quane

20.4.1 VEHICLE COMBAT MODIFIERS TABLE

action or status		modifier to base percentage
Attackers Status: (if weapon or weapon-firer is in a vehicle)		
movement:	hovering	−5%
	25 kph or less	−25%
	more than 25 kph	−50%
	evasive action	−25% additional
shooting blind (darkness)		5% maximum
fired at same target last round		+10%
short range (point-blank to ⅓ range)		+0%
medium range (⅓ - ⅔ range)		−10%
long range (⅔ - full range)		−20%
appropriate maintenance skill*		+10%
Defender's Status: (if target is in a vehicle, or is the vehicle itself)		
movement:	hovering	−5%
	slow (approx. 25 kph or less)	−25%
	(approx. 25 kph or more)	−50%
	evasive action	−25% additional

*Detailed knowledge of a target vehicle's design permits more effective attacking fire.

20.4.3 VEHICLE ARMOR TABLE

vehicle	weapon type							
	L	S	E	P	AP*	F	Ms	M
Flybot 516	—	1	—	1	—	1	3	5
Flybot 616	3	3	—	5	2	5	5	8
Flybot 716	1	1	—	1	—	1	4	5
Flybot 816	3	5	2	5	3	5	6	8
Flybot 916	5	7	4	6	4	6	7	8
Vulture 020 Series	1	2	—	2	—	—	4	6
Vulture 030 Series	2	3	1	4	4	5	5	8
Vulture 040 Series	2	4	2	4	3	4	5	8
Vulture 050 Series	1	1	—	2	—	1	4	6

Number indicates columns shifted to the left on Damage Table (13.4.1)

* "AP" refers to P-type weapons used with AP projectiles.

Definitions:
L - laser; S - sonic E - energy; P - projectile; AP - armor piercing;
F - field; Ms - missile; M - melee

20.4.2 VEHICULAR WEAPON EFFECTS TABLE

weapon	type	range	rounds before reload	radius	malfunction
Laser Cannon I	L	200m	10 to recharge	—	00
Laser Cannon II	L	200m	6 to recharge	—	00
Laser Cannon III	L	200m	no recharge	—	98
Anti-missile Laser	L	100m	no recharge	—	00
Sonic Blaster	S	50m	no recharge	50m**	99
Firethrower	F/$	40m	10*	—	95
Tube Cannon I •	P#	200m	1	—	99
Tube Cannon II •	P#	200m	automatic	—	95
Missile Racks •	P#	15km	20*	—	99
Gas Thrower	P/A	20m ##	20*	10m	00

defensive system	uses before reload	rounds before reload	armor protection	homing system effective against
Smoke Generator	5	20 *	L (see 20.5.1 for special rules)	painted laser-homing
Chaff Caster	10	20 *	—	painted laser-homing, radar homing
Radar Jammer	10	20 *	—	painted laser-homing, radar homing
Gausser	10	20 *	—	painted laser-homing, radar homing, HARM
Heat-Masker	10	20 *	—	heat-seeking
Sonic Shield	no reload	no reload	S(shift left 1 column vs. S attacks)	—

*cannot normally be reloaded during combat unless vehicle is stationary on the ground and a technician with the appropriate vehicle maintenance weapons skill does the reloading

**60 degree arc to the front of the weapon only

equivalent to cone rifle

20m radius *from the vehicle*

• see Weapon Effects Table **13.3.7** (under 'cone rifle') and section **13.7.2** for characteristics of individual shells.

L = Laser; S = Sonic; F = Flame; $ = Spray; P = Projectile; A = Area.

20.4.4 VEHICLE HIT LOCATION TABLE

1D100 die-roll	vehicle location/system	Minor Damage	Major Damage
01-10	guidance systems/bot brain	10% crash/round	30% crash/round
11-20	control systems	20% crash/round	50% crash/round
21-30	communications systems	system useless	system useless
31-40	sensors (vehicle body if no sensors)	sensors useless	sensors useless
41-50	engine	engine falters (if aircraft, crash occurs in 1D10 +5 rounds)	engine stops (if aircraft, crash occurs in 1D10 rounds
51-65	weapon system	minor weapon malfunction (choose weapon at random)	major weapon malfunction (choose weapon at random)
66-80	wheels or tracks (lift surface if aircraft or hovercraft)	vehicle disabled (if air/hover, 20% immediate crash)	vehicle disabled (if air/hover, 50% immediate crash)
81-00	vehicle body	unintended improvement of air circulation (10% immediate crash)	excellent air circulation (50% (50% immediate crash)

20.4.5 VEHICLE TABLE

vehicle	sensors	control	communication	seats	security clearance	speed (kph) (low max)	weapons systems
Flybot 516	—	manual	Com II	4	YELLOW	30/150	LC I
Flybot 616	radar, IR	autopilot	Com III	6	GREEN	30/100	LC II
Flybot 716	M'corder II	bot	Com II	4	BLUE	60/200	LC II, TC I
Flybot 816	M'corder III	bot	Com IV	12	INDIGO	50/250	2xLC II, TC II
Flybot 916	M'corder IV	bot	Com IV	8	VIOLET	50/200	2xLC III, TC II, 2xMR, SG, CG
Vulture 520	radar	bot	Com II	1	YELLOW	100/600	2xLC I
Vulture 620	M'corder II	bot	Com II	1	GREEN	150/750	2xLC I, 2xMR, CC
Vulture 720	M'corder III	bot	Com III	1	BLUE	250/1000	2xLC II, 4xMR, CC, HM
Vulture 820	M'corder IV	bot	Com III	1	INDIGO	350/2500	2xLC II, 4xMR, AL, SG, CC, HM
Vulture 920	M'corder IV	bot	Com IV	1	VIOLET	500/3500	2xLC II, 6xMR, SC, AL, SG, CC, HM, G, RJ, ECM
Vulture 530	radar	bot	Com II	2	YELLOW	50/300	2xLC I, TC I
Vulture 630	M'corder II	bot	Com II	2	GREEN	60/500	LC II, 2xTC II, CC
Vulture 730	M'corder III	bot	Com III	2	BLUE	100/750	LC III, 2xTC II, CC, HM
Vulture 830	M'corder IV	bot	Com III	2	INDIGO	150/1000	LC III, 4xTC II, AL, 2xMR, SG, CC, HM
Vulture 930	M'corder IV	bot	Com IV	2	VIOLET	250/1500	LC III, 6xTC II, SC, AL, 2xMR, SG, CC, HM, RJ
Vulture 540	radar	bot	Com II	5	YELLOW	50/300	LC I, TC I
Vulture 640	M'corder II	bot	Com II	7	GREEN	60/500	LC II, TC II, SG
Vulture 740	M'corder III	bot	Com III	10	BLUE	100/750	LC III, 2xTC II, SG, HM
Vulture 840	M'corder IV	bot	Com III	12	INDIGO	150/1000	LC III, 4xTC II, AL, SG, CC, HM
Vulture 940	M'corder IV	bot	Com IV	15	VIOLET	250/1500	2xLC III, 6xTC II, SC, AL, SG, CC, HM
Vulture 550	radar	bot	Com II	1	YELLOW	150/750	CC, SG
Vulture 650	M'corder II	bot	Com II	1	GREEN	250/1000	CC, SG, HM
Vulture 750	M'corder III	bot	Com III	1	BLUE	350/2500	CC, SG, HM, RJ
Vulture 850	M'corder IV	bot	Com III	1	INDIGO	500/3500	CC, SG, HM, RJ, SS
Vulture 950	M'corder IV	bot	Com IV	1	VIOLET	750/5000	CC, SG, HM, RJ, SS, G, ECM

LC = laser cannon; TC = tube cannon; MR = missile rack; SG = smoke generator; CC = chaff caster;
HM = heat masker; AL = anti-missile laser; G = gausser; RJ = radio jammer; ECM = electronic counter-measure; SS = sonic screen.

19.5.1 WEAPONS AVAILABILITY TABLE

weapon	cost (in credits)	security clearance	experimental?
hand laser	100	RED	no
hand laser barrel (monochrome)	50	RED	no
hand laser barrel (multicolor)	75	ORANGE*	no
laser rifle	300	RED	no
laser rifle barrel (monochrome)	80	RED	no
laser rifle barrel (multicolor)	100	ORANGE*	no
sonic pistol	150	ORANGE	no
sonic rifle	300	ORANGE	no
sonic weapon power pack	75	ORANGE	no
blaster	500	ORANGE	yes
blaster reload	50	ORANGE	yes
energy pistol	300	YELLOW	yes
energy pistol reload	50	YELLOW	yes
slugthrower	500	YELLOW	no
slugthrower (semi-automatic)	750	GREEN	no
cone rifle	1000	BLUE	no
ice gun	500	GREEN	yes
needle gun	750	BLUE	yes
needle gun reload	200	BLUE	yes
flamethrower	500	YELLOW	no
gauss gun	500	INDIGO	yes
gauss gun energy pack	100	INDIGO	yes
tangler	250	GREEN	yes
tangler reload	100	GREEN	yes
stun gun	250	ORANGE	yes
stun gun energy pack	100	ORANGE	yes
plasma generator (back pack and gun)	2000	VIOLET	yes
hand flamer	1000	VIOLET	yes
grenade	50	RED	no
throwing knife	15	RED	no
bow	100	RED	no
20 arrows	50	RED	no
knife	10	RED	no
sword	80	RED	no
club	10	RED	no
force sword	400	BLUE	yes
neuronic whip	300	GREEN	yes

see* **13.7.1 concerning multicolor lasers.

19.6.3 COMMUNICATIONS EQUIPMENT TABLE

device	cost	security clearance	range	experimental?
field telephone	100	RED	wire length	no
shielded field telephone	150	RED	wire length	no
Com I	100	RED	10 km	no
Com II	500	ORANGE	100 km	no
Com III	1000	YELLOW	earthwide	no
Com IV	5000	GREEN	earthwide	no

19.5.2 SHELL AVAILABILITY TABLE

shell	cost (in credits) for cone rifle	cost (in credits) for slugthrower	security clearance	experimental?
solid-slug	10	10	YELLOW	no
dum-dum	15	50	GREEN	no
HE	20	30	BLUE	no
AP	20	45	BLUE	no
HEAT	30	35	BLUE	no
napalm	25	40	BLUE	no
flare	25	25	YELLOW	no
tac nuke	125	n/a	VIOLET	no
smoke gas	20	20	YELLOW	no
poison gas	50	70	GREEN	no
corrosion gas	60	80	GREEN	yes
vomit gas	25	45	GREEN	no
gauss gas	30	30	BLUE	yes
dirt	10	20	YELLOW	no
hallucinogenic gas	50	70	INDIGO	yes
fuses (additional cost)				
contact	0	0	YELLOW	no
heat	+30	n/a	GREEN	no
gauss	+50	n/a	BLUE	yes
timer	+30	n/a	YELLOW	no
remote	+50	n/a	GREEN	no

19.5.3 ARMOR AVAILABILITY TABLE

armor	cost (in credits)	security clearance	experimental
reflec (monochrome)	100	RED	no
reflec (multicolor)	500	BLUE	no
leather	50	RED	no
padding	20	RED	no
chain	100	RED	no
plate	500	RED	no
polished plate	600	RED	no
asbestos clothing	100	RED	no
environment suit	500	RED	no
Kevlar armor	200	RED	no
Kevlar with mylar coating	300	YELLOW	no
power combat suit	2000	INDIGO	yes
power combat suit (with laminated armor)	3000	VIOLET	yes

19.7.1 OTHER EQUIPMENT TABLE

item	cost (in credits)	security clearance	experimental?
axe	10	RED	no
backpack	50	RED	no
barometer/thermometer	20	RED	no
bicycle	100	RED	no
binoculars	50	RED	no
camera	50	RED	no
canteen, 1 litre	7	RED	no
chainsaw	100	ORANGE	no
chap stick	1	RED	no
clothes, cold weather	100	RED	no
compass	10	RED	no
crowbar	10	RED	no
decon suit	100	ORANGE	no
first aid kit	10	RED	no
flashlight	3	RED	no
foam pad	5	RED	no
gas mask	100	RED	no
geiger counter	100	RED	no
gloves, anti-shock	10	RED	no
goggles, infrared	100	YELLOW	no
goggles, protective	5	RED	no
hammer	10	RED	no
hand lens	15	RED	no
hang glider	500	ORANGE	no
hiking boots	50	RED	no
insect repellent	2	RED	no
knife, Bowie	10	RED	no
lantern, electric	40	RED	no
lantern, gas	20	RED	no
lighter, hand	1	RED	no
mosquito netting (1 sq. m)	5	RED	no
motorcycle	500	YELLOW	no
multicorder I	600	ORANGE	no
multicorder II	1,000	GREEN	no
multicorder III	5,000	INDIGO	no
multicorder IV	10,000	VIOLET	no
multicorder programs	100	varies	no
nails (200)	2	RED	no
paint (spray can)	3	ORANGE	no
personal hygiene kit	30	RED	no
pitons, 12	24	RED	no
pocket assay	300	BLUE	yes
raft, inflatable	100	RED	no
rations compact, 2 days	20	RED	no
rope, 30 m	60	RED	no
scuba gear	150	ORANGE	no
shovel, folding	5	RED	no
sleeping bag	200	RED	no
snorkel, mask, and flippers	30	RED	no
stove, portable gas	40	RED	no
stove, gun	20	RED	no
sunglasses	2	RED	no
suntan lotion	1	RED	no
tent, tube	10	RED	no
tent, 1-man	40	RED	no
tent, 2-man	60	RED	no
tent, 5-man	100	RED	no
tubes, case of 10 stoppered	20	RED	no
umbrella	5	RED	no
water bottle, 1-litre	3	RED	no
water bottle, 10-litre	10	RED	no
wetsuit	30	RED	no

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21.4.2 WINCH-G NPC SHEET

NPC Name: Winch-G-ASO-2

Non-Player Character

PRIMARY ATTRIBUTES

Strength	13
Endurance	15
Agility	17
Manual Dexterity	9
Moxie	10
Chutzpah	12
Mechanical Aptitude	10
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	30
Damage Bonus	0
Macho Bonus	−1
Melee Bonus	−1%
Aimed Weapon Bonus	−2%
Comprehension Bonus	−1%
Believability Bonus	+3%
Repair Bonus	−1%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
755

SECURITY CLEARANCE: GREEN

SERVICE GROUP: Armed Forces

SECRET SOCIETY:
Frankenstein Destroyers

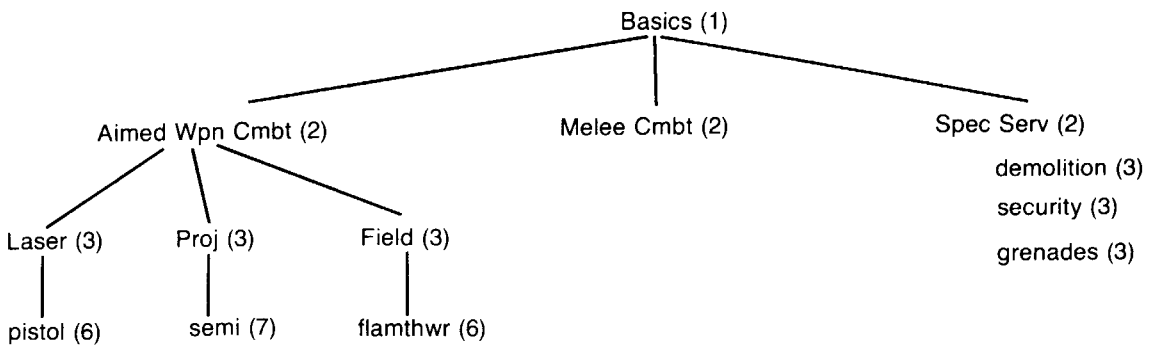
SECRET SOCIETY RANK: 3

MUTANT POWER(S): Regeneration

Weapon	To Hit	Type	Range	Reload	Malfnt
Laser Pstl	43%	L	50m	6r	00
Flamethrowr	43%	F/$	20m	10r	95
Semi-Auto*	48%	P	200m	1r	99
Neurowhip	23%	M	—	—	95

EQUIPMENT
Poly Reflec Armor#
Laser Pistol
4 Laser Barrel (Gr)
Jump Suit
Utility Belt
Com Unit I
Knife
Notebook & Stylus
2 Flashlights
5 Grenades

SKILLS:



*Semi-Auto: also HE and napalm ammo
#Red, Orange, Yellow, Green

21.9.5 THE CHOSEN PEOPLE NPC SHEET

NPC NAMES: JAY, ROBIN, RICK, GEORGE, MARY, PAUL, JEAN, CHRIS, AND SO FORTH.

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES	
Strength	10	Carrying Capacity	25
Endurance	12	Damage Bonus	+1
Agility	16	Macho Bonus	—
Manual Dexterity	12	Melee Bonus	+12%
Moxie	12	Aimed Weapon Bonus	+3%
Chutzpah	12	Comprehension Bonus	+2%
Mechanical Aptitude	7	Believability Bonus	+3%
Power Index	6	Repair Bonus	−10%

Weapons: None

Combat Skill: Unarmed Combat 30%

21.4.5 INFRARED DRONES NPC SHEET

	Lubi-GSV-2 (Generic Big Dolt)	*Paul-GSV-1 (Generic Squeaky Wimp)*	*Mani-GSV-3 (Generic Internal Security Plant)*
Strength	17	9	12
Endurance	16	9	10
Agility	13	4	11
Dexterity	8	7	12
Moxie	2	7	19
Chutzpah	18	2	16
Mechanical Aptitude	5	5	11
Power Index	12	6	7
Security Clearance	INFRARED	INFRARED	INFRARED
Important Skills	None	None	Lasers: 5 Bootlicking: 4 Con: 3
Weapon	Unarmed: 20%	Unarmed: 5%	Unarmed: 5% Laser: 43%
Other	Damage +1 Macho −1	—	—
Equipment	None	None	None

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21.13.1 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION: Ronnie-R-RGN-2

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Ronnie-R-RGN-2 **PLAYER NAME** _____ PC #1

PRIMARY ATTRIBUTES

Strength	18
Endurance	11
Agility	15
Manual Dexterity	7
Moxie	11
Chutzpah	13
Mechanical Aptitude	17
Power Index	10

SECONDARY ATTRIBUTES

Carrying Capacity	55
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	+10%
Aimed Weapon Bonus	-4%
Comprehension Bonus	+1%
Believability Bonus	+5%
Repair Bonus	+12%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP:
CPU

SECURITY CLEARANCE: RED

SECRET SOCIETY: First Church of Christ Computer-Programmer

SECRET SOCIETY RANK: 1

MUTANT POWER(S):
Advanced Touch
(REGISTERED)

WEAPON: Laser Pistol

To Hit:	21%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1) — Aimed Wpn Cmbt (2); Melee Combat (2)

Personal Development (1)

Hostile Environment (1)

Technical Services (1)

Player Character Background: Ronnie-R-RGN-2

PC #1 is an experienced but unlucky RED agent. Second clone. His only other mission was a failure, but he's certain that his record is clear of treason, since he tries so hard to be a loyal citizen. A deep sense of guilt about registered mutant (traitor) status disturbs him, but has decided that there must be some obscure purpose he is meant to fulfill, and he is constantly searching for it. PC #1 is also a "Butterfingers." He gets nervous and flustered under pressure and tries to do too many things at once.

SECRET SOCIETY: First Church of Christ Computer-Programmer

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 (serving The Computer well and faithfully), and in which everyone lives in perfect harmony and contentment.

Doctrines: The universe consists of Software in the mind of God. God programs our existence. The Computer orders our society, and is God's vicar on the earth. The Software that is the universe is gradually evolving toward an ultimate perfection. When perfection is attained, the millenium will have come, and God's human input/output device, the Messiah, will be restarted and will walk again among men. It is every man's duty to serve God and His Computer, and to modify the Software of Existence according to the teachings of The Computer to make the universe more perfect. The war against the Commies is silly, since everyone knows there are no Commies. However, the myth is a useful one since humanity must be ever vigilant against infiltration by the agents of Lucifer and his satanic forces. The High Programmers are God's elect, since they are chosen by God's vicar, The Computer, to reprogram toward greater perfection.

Secret Society Missions Information Aid:

The FCCC-P knows nothing extra about the mission, but PC #1 has received inside information on the GREEN clearance party leader — a confirmed member of a secret society and considered a serious security risk. PC #1 has been told by the society to keep a close eye on him. PC #1 secretly carries a blue laser barrel (issued by FCCC-P) in case there is any trouble.

PC #6 (Phred-R) is certainly a Commie, though no solid evidence has been produced yet.

MUTANT POWER: Ronnie-R has always had unusually sensitive skin. He can identify objects and materials by touch, and can even sense subtle changes in air temperature and pressure. Ronnie-R immediately registered his power as soon as he recognized it.

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21.13.2 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION:
Puck-R-UPP-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Puck-R-UPP-1 **PLAYER NAME** _____ PC #2

PRIMARY ATTRIBUTES

Strength	13
Endurance	17
Agility	13
Manual Dexterity	15
Moxie	20
Chutzpah	19
Mechanical Aptitude	16
Power Index	15

SECONDARY ATTRIBUTES

Carrying Capacity	30
Damage Bonus	—
Macho Bonus	-1
Melee Bonus	+5%
Aimed Weapon Bonus	+10%
Comprehension Bonus	+20%
Believability Bonus	+20%
Repair Bonus	+10%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP:
Production, Logistics, and Commissary

SECURITY CLEARANCE: RED

SECRET SOCIETY: Mystics

SECRET SOCIETY RANK: 1

MUTANT POWER(S):
Luck

WEAPON:	Laser Pistol		
To Hit:	35%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

- Basics (1)
  - Aimed Wpn Cmbt (2)
- Personal Development (1)
  - Commun. (2)
- Vehicle Services (1)
  - Vehcl Maint. (2)

Player Character Background: Puck-R-UPP-1

PC #2 is a brand new agent with the Luck Mutation. He's almost happy-go-lucky compared to normal Alpha Complex personalities, but he isn't truly careless (hardly a survival trait in this world).

SECRET SOCIETY: Mystics

Objectives: Seek the Inner Light. Cast off the Veil of Appearances. Drink deeply of the Well of inspiration. Turn On. Tune In. Drop Out.

Doctrines: Reality is an illusion. The Computer, the food vats, Commies, everything mundane — all these things get in the way of understanding. The truly wise man knows that these things do not matter. What counts is what is Inside. Each wise man has his own passageway into the Inside — drugs, meditation, hysteria, fasting. The Way does not matter. The Inside is what counts.

Secret Society Missions Information Aid:

The Mystics say CBI Sector (mission target) is rumored to contain a primitive society said to have startling insights into reality and some really psychedelic drugs. Obtaining samples or cooperation for future procurement would be greatly appreciated. Also, these primitives might have sources of information on Old Reckoning California.

Since Puck-R comes from the PLC, he knows that PC #4 (Tois-R) is not from that service group and therefore must be a lying, treacherous spy.

MUTANT POWER: Puck has always had excellent luck as long as he pushes it to the limit. He is fairly sure that this luck is a mutant power, but he has decided not to register it, since it is so hard for an observer to recognize. Puck has learned that pushing his luck can be extremely exhausting, so he tries not to overdo it.

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21.13.3 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION:
Mem-R-EXX-1.

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Mem-R-EXX-1 **PLAYER NAME** _____ PC #3

PRIMARY ATTRIBUTES

Strength	10
Endurance	14
Agility	15
Manual Dexterity	12
Moxie	10
Chutzpah	11
Mechanical Aptitude	13
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	25
Damage Bonus	—
Macho Bonus	−1
Melee Bonus	+10%
Aimed Weapon Bonus	+3%
Comprehension Bonus	−1%
Believability Bonus	+1%
Repair Bonus	+4%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP:
Production, Logistics, and Commissary

SECURITY CLEARANCE: RED

SECRET SOCIETY: Illuminati

SECRET SOCIETY RANK: 1

MUTANT POWER(S):
Minor Telekinesis

WEAPON:	Laser Pistol		
To Hit:	28%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1) — Aimed Wpn Cmbt (2)

Hostile Env. (1)

Tech. Serv. (1) — Engineering (2)

Personal Development (1)

Player Character Background: Mem-R-EXX-1

PC #3 is a Hard Case — upwardly mobile, ruthless, sneaky. He is very cautious, knowing he must seem a good person to stay alive. Mem-R will cheerfully turn anyone in for a commendation.

SECRET SOCIETY: Illuminati

Objectives: Seek Power in all its manifestations: weapons, wealth, status, and, most important, information. Obtain this power by infiltrating other powerful groups and subverting them to the purpose of the Illuminati.

Doctrines: Most people are cattle. In every generation, a few leaders are born. You are such a leader. The leader is mystically attuned to ancient wisdoms; he is the embodiment of good and of mankind's hope for the future. We say, "He is illuminated." It is the leader's duty and right to control destiny, to guide mankind into the light-filled path. His word is law. He must seek power in order to fulfill his destiny. The cattle must never know that their destiny is controlled; they must have the illusion of freedom. Seek to gain power over others; seek to gain control over The Computer. We know the Leader by his Power. We control.

Secret Society Missions Information Aid:

The Illuminati know that the circumstances surrounding the original abandoning of CBI Sector were hushed up by powerful Program Groups and Corpore Metal secret society types. Where there are high-level cover-ups, there is bound to be embarrassing information useful for extortion. It is also known that at least one and maybe more of the Troubleshooters on this mission are Internal Security plants. They may have their eye on Mem. If it develops that Internal Security is wise to Mem's illuminati membership, the Internal Security agents must be eliminated swiftly and permanently.

Since Power Services is currently in disfavor PC #5 (Capper-R) could easily be framed as a Commie to earn a commendation.

MUTANT POWER: Minor Telekinesis. Mem-R knows it is foolish to register this power. He uses it to obtain evidence for blackmail and occasionally to 'produce' (i.e., plant) false evidence of treason.

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21.13.4 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION:

Tois-R-USS-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Tois-R-USS-1 **PLAYER NAME** _____ PC #4

PRIMARY ATTRIBUTES

Strength	18
Endurance	11
Agility	13
Manual Dexterity	17
Moxie	14
Chutzpah	2
Mechanical Aptitude	13
Power Index	13

SECONDARY ATTRIBUTES

Carrying Capacity	55
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	+5%
Aimed Weapon Bonus	+15%
Comprehension Bonus	+5%
Believability Bonus	−35%
Repair Bonus	+4%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP:
Production, Logistics, and Commissary (*cover*)

SECURITY CLEARANCE: RED

SECRET SOCIETY:
Spy for Service Group (Armed Forces)

SECRET SOCIETY RANK: 1

MUTANT POWER(S):
Combat Mind

WEAPON:	Laser Pistol		
To Hit:	45%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

- Basics (1)
  - Aimed Wpn Cmbt (2)
    - Laser (3)
- Personal Development (1)
  - Leadership (2)
    - Interrogation (3)

Player Character Background: Tois-R-USS-1

PC #4 is a gun nut with the Combat Mind mutation. Trigger-happy. Fond of ordnance. Simple, timid, and shy except when holding a weapon. Slight stammer.

SECRET SOCIETY: Spy for a Service Group (Armed Forces)

Objectives: Gather information on the missions, objectives, and doctrines of the Troubleshooters in particular, and on the missions, objectives, and doctrines of other service groups.

Doctrines: Each service group has its own particular interests which it wishes The Computer to give priority to. Conflicts naturally arise between the service groups when competing for the scarce resources of Alpha Complex. In this competition, the service group that is best informed about the intentions and activities of the other groups has an advantage.

Most important of all the service groups is the Troubleshooters. They have power and influence in each service group, and as the intimate servitors of The Computer, they have access to important information and resources not available to other service groups.

The Armed Forces are interested in increasing their budget and power over the other service groups. They are very interested in new weaponry and therefore are supportive of Research and Development Service Group.

Secret Society Missions Information Aid:

The Armed Forces have been consistently outmanuevered when they have requested permission to go in and clean up CBI Sector. This spy is being sent to see why everyone is so eager to keep Armed Forces out of this area, and to find out what is valuable enough here to warrant the application of political leverage.

PC #2 (Puck-R) may have been informed by PLC that Tois-R is a spy, and thus Tois-R should remove this threat to his security.

MUTANT POWER: Combat Mind. Tois-R doesn't even realize he has a mutant power. He just assumes that he is a natural soldier with superb reflexes. The only problem is, Tois is so impulsive that he doesn't seem to be able to refrain from firing a weapon at the first opportunity. He is unfortunately a poor liar, and not a quick thinker, so he always sheepishly admits that he can't help himself when he blasts something before it is properly identified — he just likes to shoot guns.

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21.13.5 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION: Capper-R-OSX-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Capper-R-OSX-1 **PLAYER NAME** _____ PC #5

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES	
Strength	9	Carrying Capacity	25
Endurance	17	Damage Bonus	—
Agility	5	Macho Bonus	-1
Manual Dexterity	10	Melee Bonus	-10%
Moxie	16	Aimed Weapon Bonus	-1%
Chutzpah	17	Comprehension Bonus	+10%
Mechanical Aptitude	14	Believability Bonus	+15%
Power Index	15	Repair Bonus	+5%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP:
Power Service

SECURITY CLEARANCE: RED

SECRET SOCIETY: Death Leopard

SECRET SOCIETY RANK: 1

MUTANT POWER(S):
Levitation

WEAPON:	Laser Pistol		
To Hit:	24%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:

Basics (1) / Aimed Wpn Cmbt (2)

Personal Development (1)

Tech. Serv. (1) | Engineering (2) | Mechanical (3)

Player Character Background: Capper-R-OSX-1

PC #5 is a Nut Case. Death Leopard secret society. Helter skelter. Beneath his cautious, sensible exterior, Capper has a real lunatic sense of humor. He patiently waits for the moment when everyone else's attention is focused elsewhere; then he goes into action with his spray can and practical jokes. He knows he has to be careful to avoid being caught, but also knows that opportunities must be exploited wherever possible.

SECRET SOCIETY: Death Leopard

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

Doctrines: Fragile things dropped from a great height make a nice sound. Life is boring. Anything you do to liven it up is doing everyone 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 will get you executed. Pretend to be a good citizen, but whenever you can get away with it, do something you aren't supposed to.

Secret Society Missions Information Aid:

Death Leopard rumors say CBI Sector is an enclave of real anti-Computer types. Rumor has it that The Computer has suffered some major embarrassments in its dealing with CBI Sector. The PC is to assure the continuance of that embarrassment, and add to it if possible.

PC #1 (Ronnie-R) is known to have uncovered and executed a Death Leopard member on the grounds of criminal mischief. (Odd that he wasn't promoted for it.)

MUTANT POWER: Levitation. Capper is very careful about using this one, since it is so easy to spot. It is exhausting, but he can rise at about 2 meters per second if he strains.

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21.13.6 PLAYER CHARACTER BACKGROUND SHEET

MISSION ALERT!!!

ATTENTION:

Phred-R-MNM-1

Mission 01/04/94-PDK.43.39-I

: You have been activated for your first mission! At last you shall have an opportunity to serve The Computer!

: You will be entering CBI Sector on a routine follow-up mission for an overdue Troubleshooter group. Among your important duties will be the routine recovery of a valuable Bot brain, and the preparation of a routine report on the status of the overdue Troubleshooter group.

: Please report immediately to the Troubleshooter Briefing Chamber in PDK sector for your routine mission briefing. Thank you for your cooperation.

PC Name: Phred-R-MNM-1 **PLAYER NAME** _____ PC #6

PRIMARY ATTRIBUTES

Strength	14
Endurance	9
Agility	8
Manual Dexterity	13
Moxie	9
Chutzpah	13
Mechanical Aptitude	11
Power Index	15

SECONDARY ATTRIBUTES

Carrying Capacity	35
Damage Bonus	+1
Macho Bonus	—
Melee Bonus	-3%
Aimed Weapon Bonus	+5%
Comprehension Bonus	-2%
Believability Bonus	+5%
Repair Bonus	+1%

DAMAGE STATUS
Wounds:
Incapacitated:

CREDITS
100

SERVICE GROUP: Prod., Log., Comm. (undercover Internal Security)

SECURITY CLEARANCE: RED

SECRET SOCIETY: Communist

SECRET SOCIETY RANK: 1

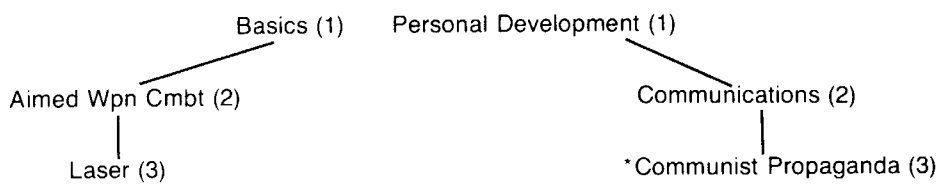
MUTANT POWER(S):
Charm

WEAPON:	Laser Pistol		
To Hit:	35%		
Type:	L		
Range:	50m		
Reload:	6r		
Malfnt:	00		

EQUIPMENT

Red Reflec Armor	Knife
Laser Pistol	Com Unit I
Laser Barrel (red)	Jump Suit
Notebook & Stylus	Utility Belt & Pouches

SKILLS:



*Treasonous Skill

Player Character Background: Phred-R-MNM-1

PC #6 is an Internal Security plant. He keeps an eye on everyone, taking a lot of notes. He's not particularly subtle about being an undercover agent — inexperienced (and arrogant, as is typical of Internal Security). Phred is particularly proud of being so clever as to be a Communist traitor working for Internal Security. Phred loves excitement and danger, and thinks of himself as a heroic figure. His politics are rather vague: he knows the rhetoric, but doesn't understand or think about it very much.

SECRET SOCIETY: Communist

Objectives: Smash The Computer and its corrupt capitalist lackeys! All power to the INFRARED masses! The masses are the creators of all wealth; high security clearance citizens are parasites fattening on the blood of the people! All wealth to the creators of wealth. Death to the oppressor.

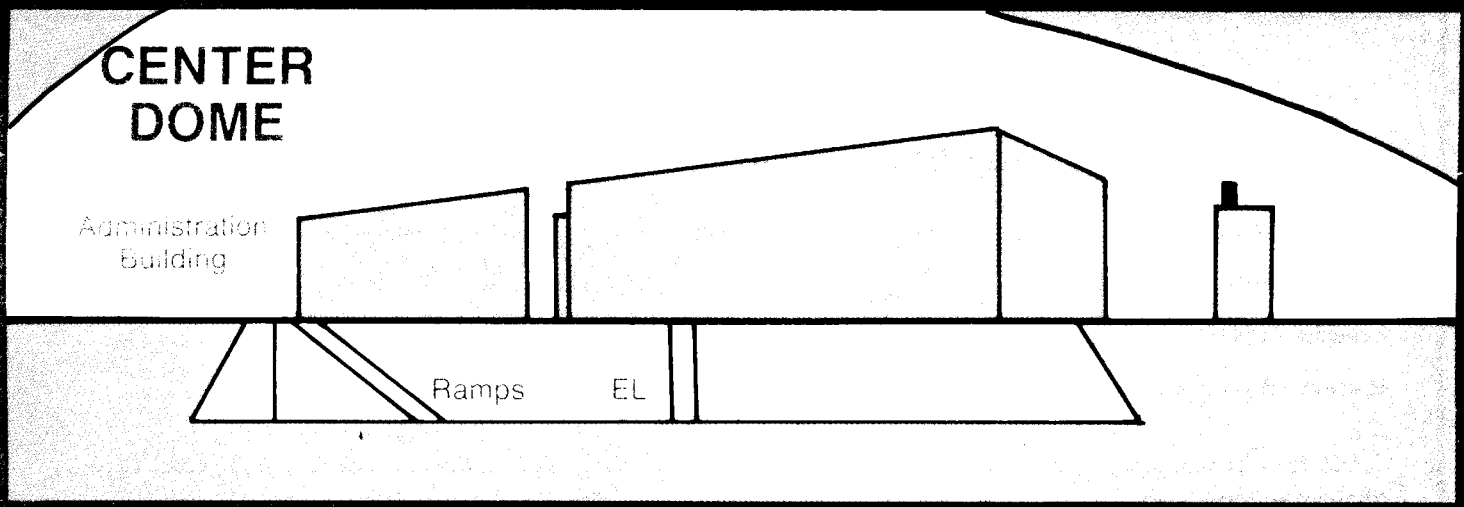
Doctrines: From each according to his abilities; to each according to his needs. The Computer is the highest stage of capitalism; it must be destroyed so a People's State can be created, and all may live in equality and harmony. Inequality is evil; property is wrong; power to the people! Strive valiantly for the triumph of the masses! Never betray the Revolution! Smash The Computer!

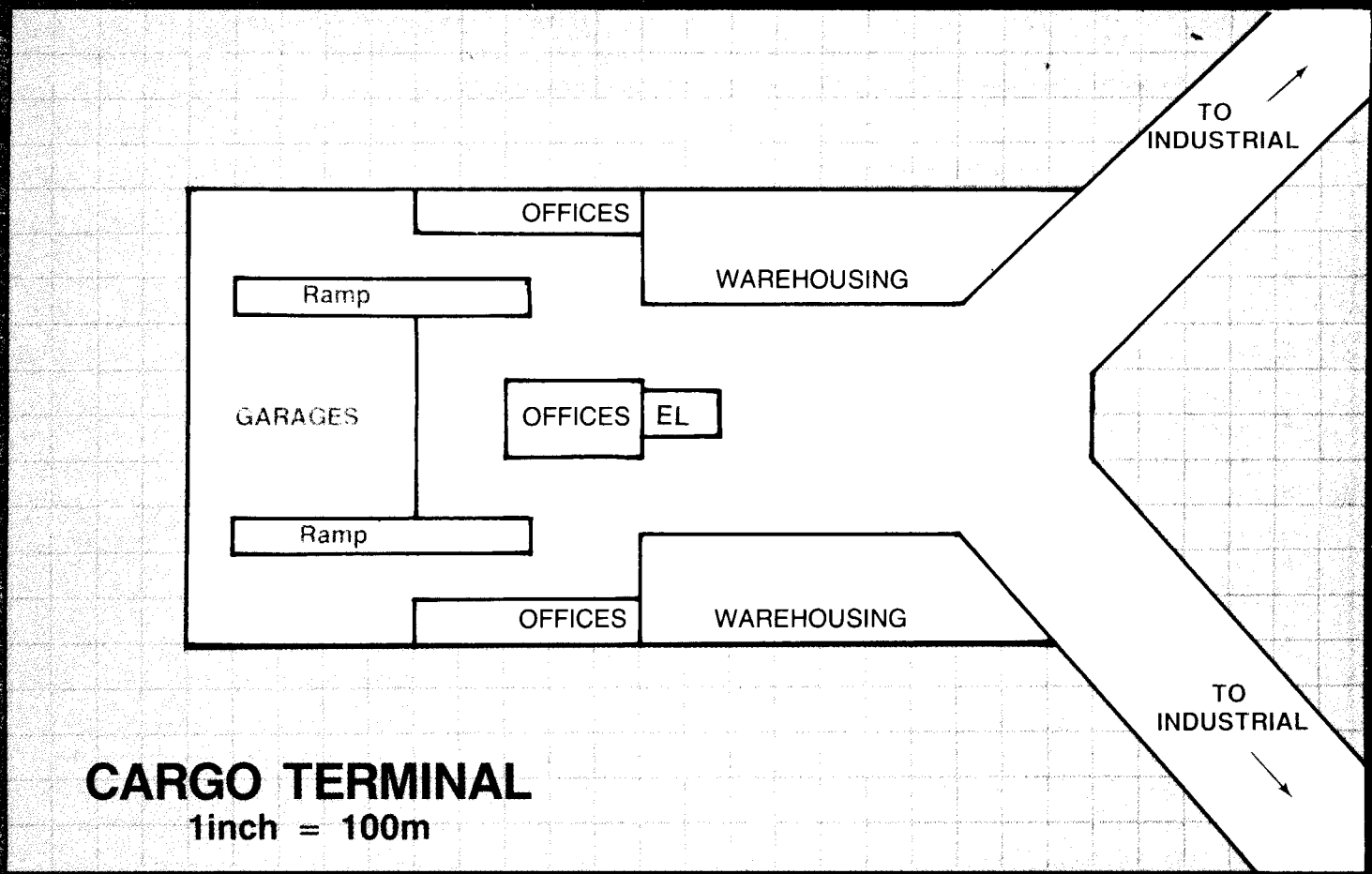
Secret Society Missions Information Aid

The Communists believe that CBI Sector may never have been penetrated by one of the People's Advocates. This is an excellent opportunity to spread the doctrines of the Party, particularly if it can be spread among those not already prisoners of The Computer's false propaganda. Phred-R hopes to spread leaflets and make contacts for a future political education mission.

PC #3 (Mem-R) is suspected to be an illuminati secret society member, but one so clever that no proof can be found.

MUTANT POWER: Charm. Phred knows he has got charm. When he turns it on, he even feels charmed himself. It is like a haze of good feeling and trust swells around him, and everyone wants to cooperate and help one another. Phred has learned how to stay conscious of these impulses and to exploit them wherever possible. The only problem is, it doesn't seem to work reliably. It works at least once a day, but sometimes it seems to burn itself out, and a day or so passes before the power can be used again.



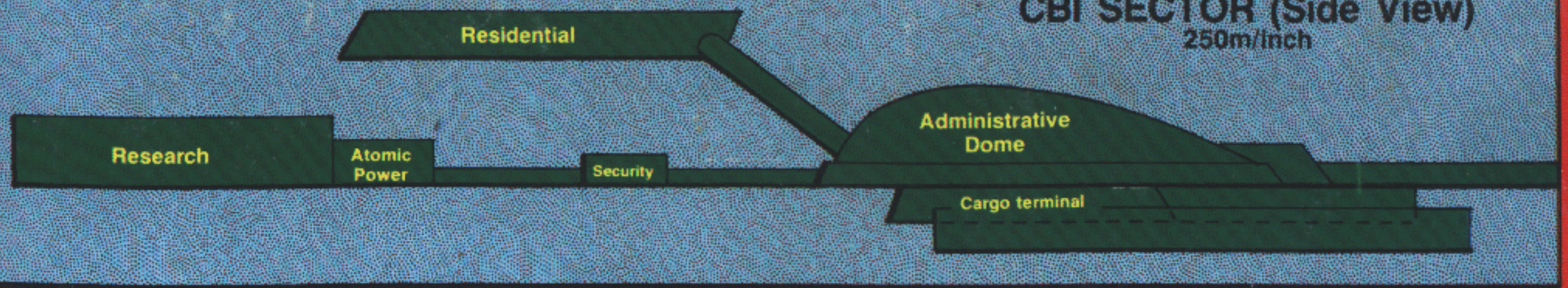


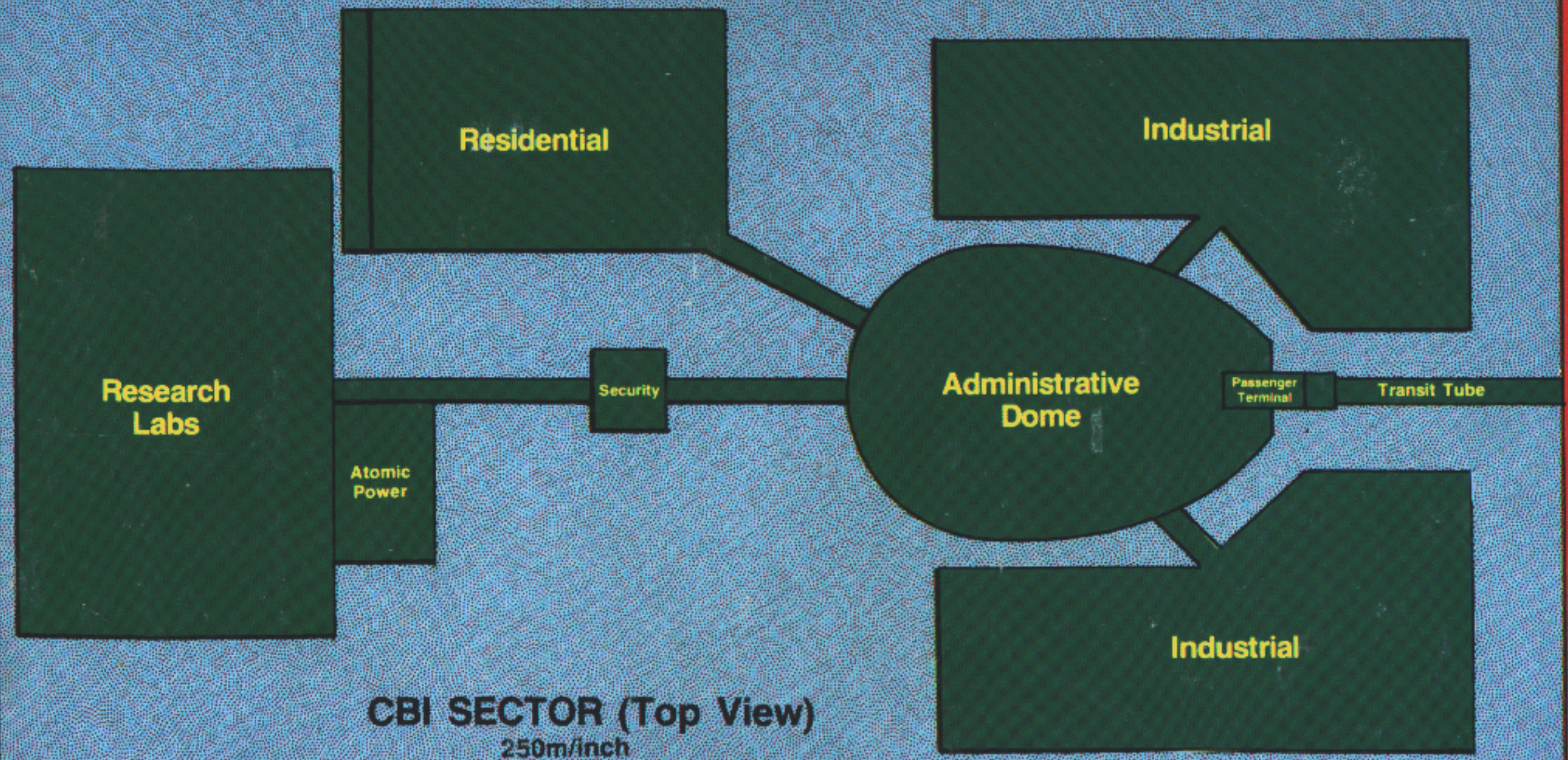
CARGO TERMINAL

1inch = 100m

WEST END GAMES

CBI SECTOR (Side View)
250m/inch





CBI SECTOR (Top View)
250m/inch

PLAYER HANDBOOK

PARANOIA

PARANOIA

WEST END GAMES

PARANOIA

PLAYER HANDBOOK

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Testing & Advice

PETER CORLESS
Secret Society Logos

Security Clearance RED

WARNING:

Knowledge or possession of the contents by any citizen of Security Clearance INFRARED constitutes treason, and is punishable by summary execution.

TM-1747/001

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    - 3.8 Equipment
    - 3.9 Clone Families
4. Bookkeeping
5. Computer Missions
6. Dramatic Tactical Movement and Combat
7. Paranoia Etiquette
8. Entering the World of Paranoia
9. Solitaire Adventure

WELCOME, TROUBLESHOOTER!

:YOUR SERVICE TO THE COMPUTER IS REWARDED! CONGRATULATIONS! YOU ARE NOW OF RED SECURITY CLEARANCE; THIS IS EVIDENCE OF THE COMPUTER'S LOVE AND TRUST IN YOU.

:YOU ARE ASSIGNED TO YOUR FIRST MISSION WITH YOUR BROTHER TROUBLESHOOTERS. BEWARE! TRAITORS ARE EVERYWHERE! YOU MUST IMMEDIATELY REPORT ANY TREASONOUS BEHAVIOR OR ANY SUSPICION OF TREASONOUS BEHAVIOR TO THE COMPUTER. FAILURE TO DO SO IS TREASON.

:SOME OF YOUR BROTHER TROUBLESHOOTERS MAY SERVE THE COMPUTER AS GUARDIANS OF INTERNAL SECURITY. THEY ARE PRESENT FOR YOUR PROTECTION. THEY WILL REPORT ANY TREASONOUS BEHAVIOR OR HINT OF TREASONOUS BEHAVIOR TO THE COMPUTER. REJOICE IN THE ASSURANCE THAT ANY TREASON AMONG YOUR COMPANIONS WILL BE DISCOVERED AND PUNISHED.

:DEVOTE YOUR SERVICE TO THE COMPUTER. YOUR LOYALTY WILL BE GENEROUSLY REWARDED.

:YOU MUST FULFILL YOUR MISSION. THE SAFETY OF YOUR FELLOW TROUBLESHOOTERS AND THE SECURITY OF YOUR ALPHA COMPLEX DEPENDS ON YOU.

:YOU ARE ASSIGNED EQUIPMENT. GIVE THANKS FOR THE COMPUTER'S BOUNTIFUL GENEROSITY! PRESERVE THIS EQUIPMENT FROM HARM OR THEFT. ONLY A TRAITOR WOULD BE CARELESS WITH THE COMPUTER'S PRECIOUS RESOURCES.

:YOUR MISSION MAY TAKE YOU TO UNFAMILIAR SECTIONS OF THE COMPLEX. YOUR MISSION MAY TAKE YOU OUTSIDE. BE PREPARED! KNOW THE ENEMY! GUARD AGAINST TREASON. SERVE THE COMPUTER. THE COMPUTER IS YOUR FRIEND!

Friend Computer!

AT YOUR SERVICE

What is Outside?

WHAT IS YOUR SECURITY CLEARANCE PLEASE?

CLEARANCE RED, Friend.

I'M SORRY THAT INFORMATION IS NOT AVAILABLE AT THIS TIME

1. WELCOME TO *PARANOIA*

Paranoia is an adventure role-playing game set in an imaginary future. A well-meaning but deranged computer desperately protects the citizens of an underground warren from the real or imagined threats of innumerable traitors and enemies. You will play the part of one of The Computer's elite agents. Your job is to search out, reveal, and destroy the enemies of The Computer. You must protect your Alpha Complex from those who would harm her.

The problem is — who can you trust? Even your fellow agents are probably traitors. No one is free from suspicion. Not even you!

And in fact — you have some secrets to hide. Dangerous secrets which might earn you a charge of treason. There is the constant threat of betrayal.

Stay alert!
Trust no one!
Keep your laser handy!

1.1 WHAT IS ROLE-PLAYING?

Paranoia is a role-playing game. This sort of game is played with paper, pencil, and the imagination. There is neither board nor playing pieces (though sometimes maps and diagrams will be used, and metal figures or improvised tokens may indicate participants in critical actions).

One person, the Gamemaster, runs the game. The action takes place in the imaginary world which is the setting of the game. Using the materials provided in this game and in other game supplements, the gamemaster prepares an adventure for his players. (This is something like preparing the setting and outline of a story, leaving the details of the plot to be determined by the actions of the players who become the characters in the story.)

When the gamemaster is prepared, the gamemaster and players get together for a game session. During a game session the gamemaster describes the setting and circumstances to the players. Then the players describe the actions that their imaginary characters wish to take, and the gamemaster determines whether their actions are successful or not. The characters go through a series of episodes, trying to solve their problems in their search for a happy ending. There is a possibility that if the players are not careful, the ending may not be so happy. This is the source of drama in the game.

1.2 THE SETTING

In the futuristic world of ***Paranoia*** human society has been decimated by disaster and is now dominated by a fractured network of insane Computers. Each imaginary character is a Troubleshooter in the service of these insane computers. The Computer will assign the characters to various missions. The characters will struggle to stay alive to complete these missions, hoping to earn promotions which promise greater freedom, luxury, and security.

1.2.1 Alpha Complex

Each player takes the part of a character living in a vast, sealed underground complex. You and five identical individuals — your clone family — were raised in a creche together with dozens of other clone families. Your travels and experience are limited to the halls and chambers of the complex accessible to inhabitants of your INFRARED (lowest) security clearance. Your knowledge of the outside world is derived from the official teachings of The Computer, though there may be legends and rumors that contradict the official teachings. (Such legends and rumors are, of course, treasonous.)

The Alpha Complex is at war. It has been at war for all of recorded history. There is constant danger of infiltration by the enemy. The enemy is the "Commies." Traitorous elements within Alpha Complex assist the Commies. These dangerous elements must be rooted out and destroyed. For example, the mutants may help the Commies, so all mutants are traitors. Secret societies exist. These societies are not official, and are therefore traitorous, as are all their members.

1.2.2 Security Clearance

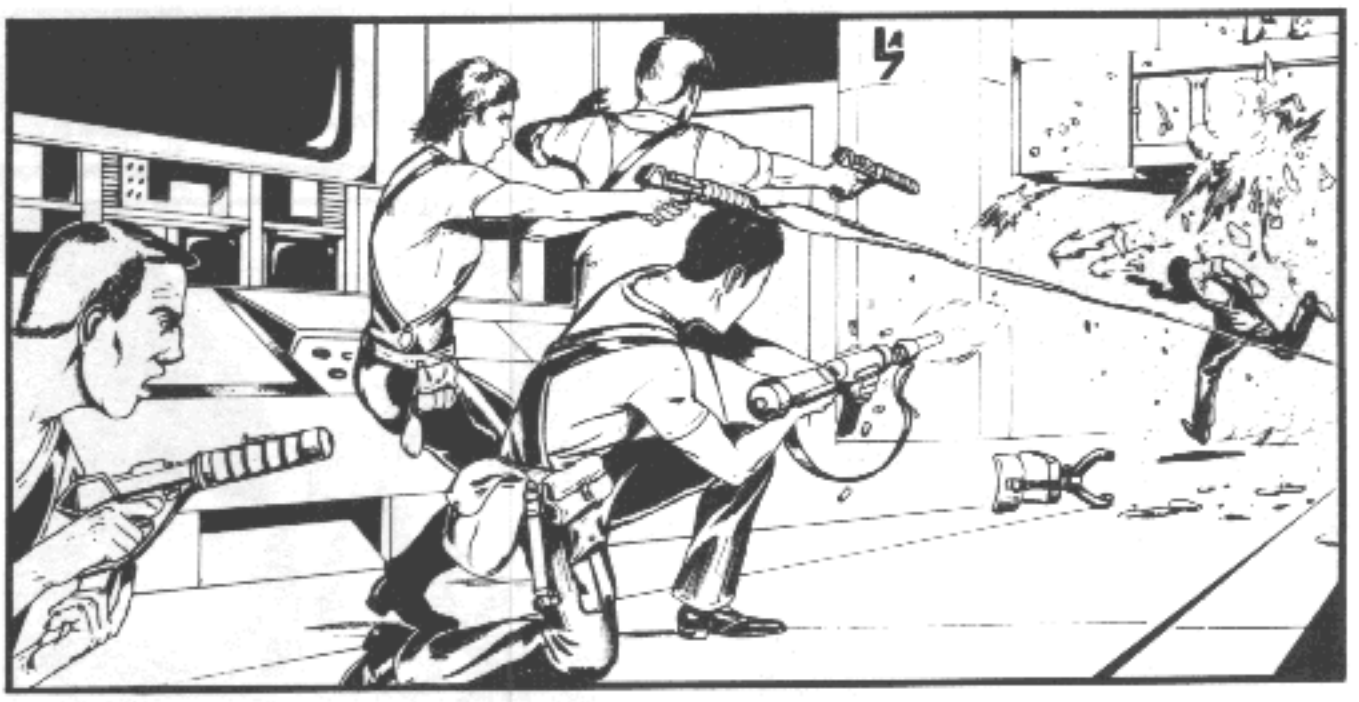
Every inhabitant of a complex has a *Security Clearance*. Your clearance is RED. Beneath you in status are the unwashed masses, the laborers

and drones of security clearance INFRARED. Security clearances correspond to the electromagnetic spectrum: above you in status are ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET, and ULTRAVIOLET, with ULTRAVIOLET the highest in status. It is whispered that there are clearances above ULTRAVIOLET, but none are officially acknowledged. (A simple mnemonic device may help you remember the order of security clearance — **ROY G. BIV.** Each letter corresponds to a color; INFRARED is below RED, and ULTRAVIOLET is above VIOLET.)

All citizens of a complex are required to wear clothing of the same color as their security clearance. INFRARED citizens wear black clothing. It is rumored that ULTRAVIOLET citizens (also known as the High Programmers) wear white, but you have never seen anyone wearing white. Indeed, you have never seen a white wall or a white piece of equipment because of the security laws.

All transport and movement is restricted by security clearance colors, and the complex is divided into color sectors, limiting access to those with proper security clearance.

Citizens of lower security clearance are required to defer to citizens of higher security clearance at all times. Failure to do so is treason. Information is carefully rationed on a need-to-know basis. Certain information is available only to citizens of a higher security clearance, and passing unauthorized information to a person of lower security clearance is treason.



*A formal execution, **PARANOIA** style.*

1.2.3 Service Groups

All citizens of RED clearance belong to one of eight service groups: Internal Security; Technical Services; Housing Preservation & Development and Mind Control; the Armed Forces; Production, Logistics, and Commissary; Power Services; Research & Design; and Central Processing Unit. Each group has its own particular responsibilities in the complex.

Admirable zeal in service to the computer.

1.2.4 Troubleshooters

Your character has been assigned to the Troubleshooters, an elite service unit comprised of citizens from all service groups. Troubleshooters go where The Computer orders, solving whatever problems The Computer wants solved. Being a Troubleshooter is the most dangerous job available to any citizen, but it is also one of the few ways a citizen may rise rapidly to higher status. If your character is lucky and serves The Computer well, he may dream of one day joining the ranks of the High Programmers. He must beware, however, for the work of the Troubleshooter is perilous, and there are traitors everywhere.

1.2.5 Secret Societies

Your character is a member of a secret society. This can be very exciting. This can also be dangerous, because being a member of a secret society is treason, and punishable by death. However, the secret society may help you advance and give you special information or equipment.

Other citizens may be members of other secret societies. Some of these other secret societies may be dedicated enemies of your secret society. This can be very mysterious. You may have many secret enemies. This can be very dangerous.

1.2.6 Mutant Powers

Your character has a mutant power. This can be a great advantage. This can also be dangerous, since having a mutant power is treason. However, the mutant power may help you stay alive as you try to advance in your secret society or in your service to The Computer.

1.2.7 Traitors

Mutants and members of secret societies are traitors. All good citizens should report traitors to The Computer. You are a mutant and a member of a secret society. Good citizens would be quite eager to report you to The Computer. Thanks to The Computer, you will often be surrounded by good citizens.

1.2.8 The Computer

The Computer is your friend! The Computer wants you to be happy. If you are not happy, you may be used as reactor shielding.

The Computer is crazy. The Computer is happy. The Computer will help you become happy. This will drive you crazy.

1.2.9 Life in Alpha Complex

Being a citizen of Alpha Complex is fun. The Computer says so, and The Computer is your friend.

Rooting out traitors will make you happy. The Computer tells you so. Can you doubt The Computer?

Being a Troubleshooter is fun. The Computer tells you so. Of course the Computer is right.

Troubleshooters get shot at, stabbed, incinerated, stapled, mangled, poisoned, blown to bits, and occasionally accidentally executed. This is so much fun that many Troubleshooters go crazy. You will be working with many Troubleshooters. All of them carry lasers.

Aren't you glad you have a laser? Won't this be fun?

There are many traitors in Alpha Complex. There are many happy citizens in Alpha Complex. Most of the happy citizens are crazy. It is hard to say which is more dangerous — traitors or happy citizens. Watch out for both of them.

The life of a Troubleshooter is full of surprises.

2. BASIC GAME CONCEPTS

"It's...GREEN!"

In a role-playing game the players play the roles of important characters in a story. The gamemaster provides the setting and plot, while the characters played by the players are free to choose their own actions as they solve the problems thrown across their path by the gamemaster. The entertainment comes both in solving the problems and in pretending to be bold adventurers.

The players are dependent on the gamemaster for all knowledge about the setting and circumstances of the game adventure. Normally the gamemaster will introduce a game session with the details of the mission and any necessary background information.

Then the adventure begins. The gamemaster describes the settings and non-player characters encountered by the player characters. When a player wishes his character to perform an action, he describes the action to the gamemaster.

The gamemaster determines the chance of success for the player character's action, taking into account the player character's skills, abilities, the difficulty of the action, and any other relevant circumstances. The gamemaster (or the player, at the gamemaster's option) may then make a dice roll to assist in determining the player character's degree of success or failure in this action.

This is the basic flow of the game: gamemaster describing the setting, characters choosing and describing their intended actions to the gamemaster, and the gamemaster judging the success of the actions using the game rules and common sense.

The drama of the game comes in the presentation by the gamemaster and in the role-playing of the players. A good gamemaster tries to make the setting as vivid as possible, using maps, diagrams, and detailed descriptions to bring the setting to life. He portrays the non-player characters with description and colorful dialogue, giving the players numerous opportunities to develop their characters through thought, word, and deed. He places the characters in dramatic and challenging situations where they must use wit and skill to save themselves from death or betrayal.

A good player tries to enter imaginatively into his character, to keep his action consistent with his personality and abilities. He is clever and diplomatic in his dialogue when speaking as his character to other player and non-player characters. He pays close attention to the gamemaster's descriptions and dialogue and uses every available resource to safeguard his character and enable him to advance to higher status in the service of The Computer.

2.1 EXAMPLE OF PLAY

To give you an idea of what happens during an adventure, here's what you might hear if you were sitting in a room where a ***Paranoia*** game was being played.

Background: Dan is the gamemaster (GM) seated at the head of the table. Eric, Greg, Ken, and Lori are playing the roles of four brand-new agents of The Computer who have just received their first assignment — to visit the mythical Outdoors to find out what happened to another group of agents who have disappeared. Eric, Greg, Ken, and Lori have of course seen trees and wildlife, but the characters (Computer agents) they are playing have lived underground all their lives and have just emerged from a heavily-guarded security door into the light of day.

Dan (GM): (consulting his notes and laying a map before his players) Well, this is a rough sketch of what you see as you emerge from the security door. A narrow path leads away from the door. Everything around you is unimaginably bizarre — green stuff everywhere, none of it with any apparent function, tall brown poles with more green stuff on top...

Ken: Um. Trees, I suppose.

Dan: Now, now, we agents have never seen trees before, have we?

Ken: Oh, right. I get it.

Dan: And another thing. No ceiling. Repeat. No ceiling.

Eric: Gahhhhhh! No ceiling?!

Dan: Right. Now, what do our intrepid agents do?

Eric: I scream, clutch the door jamb, and try to squeeze back into the door.

Greg: I take notes. (Unbeknownst to the other players, Greg's agent is a spy for Internal Security, and the notes are being taken on the scandalous behavior of the new agents.)

Lori: I join Eric's character scrambling at the door.

Ken: I pull my laser and try to look competent. (Ken's secret mission is to assassinate Greg. Ken's character's secret society, Death Leopard, has discovered the secret identity of the Internal Security agent, and is looking for an opportunity to scrag him.)

Dan: Very good. Eric and Lori, there are four tough Security Officers with wicked-looking projectile weapons blocking your return inside the door. Ken, are you pointing that laser at anyone or anything in particular?

Ken: Nope. Just in case something comes out of the trees.... er, out of the green stuff.

Dan: Okay. Eric? Lori? About the guards with heavy ordnance?

Eric: I sober up real quick...

Lori: Me, too.

Eric: ..and I back away from the door.

Dan: Good. The door closes abruptly with a hiss and click.

Greg: C'mon, agents. We have a service to perform for The Computer and you are disgracing yourselves.

Eric: I salute and begin crawling down the path.

Ken: Crawling?

Eric: Of course! I feel better close to the floor. (Peering at his hands) Gee, it's dirty out here. Don't the scrubots ever come out here?

Greg: Disgraceful.

Ken: Eric, when your character dies, can I have his binoculars?

Dan: How interesting that you should mention binoculars. Because something seems to be approaching very quickly from high above the brown-and-green-stuff. It vaguely resembles a transbot, but it is much faster. And flying.

Eric: Flying?

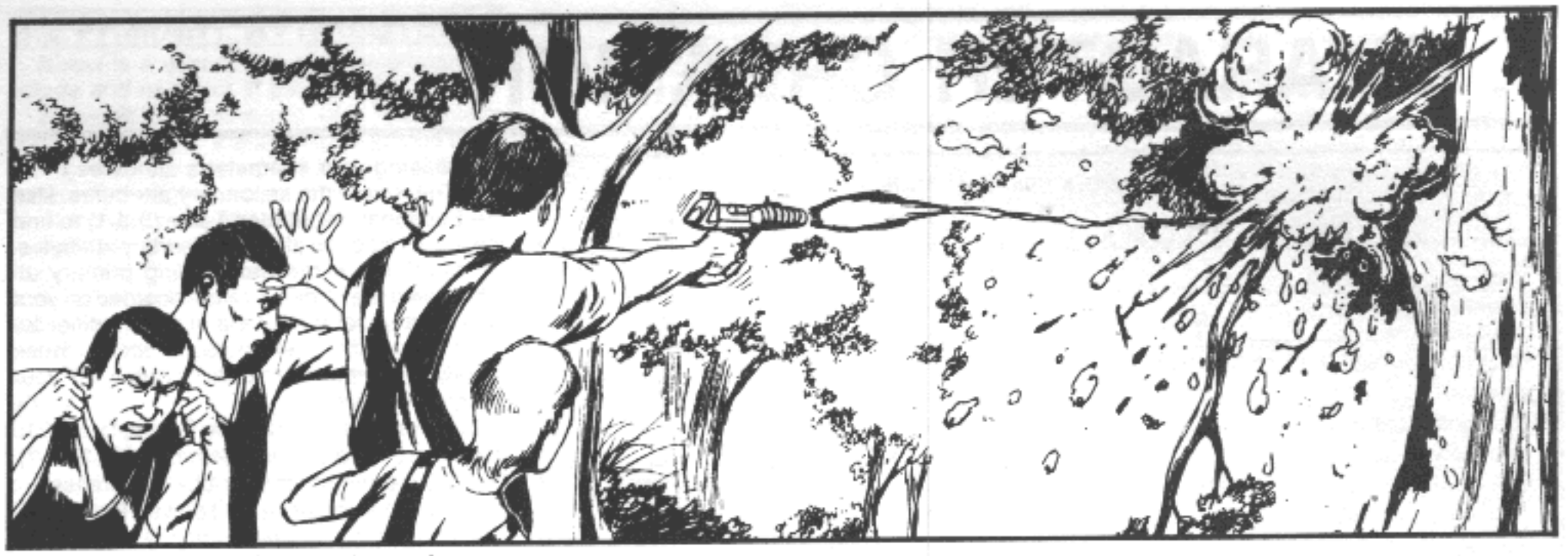
Dan: Yes.

Lori: I've got a bad feeling about this.

Dan: Worse yet, a tiny brown creature with a long hairy tail is watching you from the brown-and-green-stuff.

Eric: Eeek! An alien.

Dan: A very likely hypothesis. It is holding a



A prudent response to the unknown.

tiny oval brown object which could be a communicator.

Ken: I burn it immediately with my laser, which I proudly note, is ready for immediate use, as stated so cleverly earlier.

Lori: I gape with awe at your cleverness...

...and an innocent squirrel is speedily dispatched by our hero. As for the fate of the agents, you are left to speculate.

2.2 GLOSSARY

Novices may not be familar with certain terms peculiar to role-playing games. Some of these are:

Dice-Codes: The notation "1D10+2" means "roll one ten-sided die and add two to the number indicated on the die."

The number before the "D" tells how many dice to roll. For example, "2D10" means roll two ten-sided dice.

The letter "D" and the following number tells you what kind of dice to roll.

"D10" means a ten-sided die.

"D100" means two ten-sided dice rolled simultaneously, with the dark-colored die representing the tens digit and the light-colored die representing the units digit. "00" (zeroes on both dice) stands for one hundred.

Sometimes you must add or subtract a given number from the number rolled on the dice. This is indicated with a "+" or "–" followed by a number. For example, "2D10-1" means "roll two ten-sided dice, add them up, and subtract one from the result."

Character: A character is any imaginary person living in the setting of the gamemaster's world — the world of ***Paranoia.***

Player Character (PC): A player character is a character whose actions are controlled by a player. The player imagines himself in the role of this character during the course of a game session.

Non-Player Character (NPC):A non-player character is a character whose actions are controlled by the gamemaster. These are the antagonist, patrons, and innocent bystanders encountered by the player characters in the setting of the gamemaster's adventures.

Gamemaster (GM): The gamemaster designs the setting and narratives of the game adventures, presents them to his players, and referees and interprets the rules which govern the conduct of a game session. By analogy to the theater, he is the playwright, director, set designer, and actors playing the minor characters. The players are the actors who play the protagonists or main characters.

Attribute: Each character has attributes which determine the basic abilities and personality of the character. In ***Paranoia,*** there are eight primary attributes: Strength, Agility, Endurance, Mechanical Aptitude, Manual Dexterity, Moxie, Chutzpah, and Power Index. When a player creates a character, he rolls dice to determine each of these attributes and records each roll on the character sheet. These numbers represent a character's relative chance to succeed in performing various actions. The secondary attributes (carrying capacity, damage bonus, macho bonus, aimed weapons bonus, comprehension bonus, believability bonus, and repair bonus) are based on the primary attributes, and provide modifiers to a character's basic abilities.

Character Sheet: At the beginning of play, each player is issued a character sheet. On this sheet he records the essential information about the abilities, personality, skills, and background of a character. This sheet may always be examined by the gamemaster, but usually will not be examined by any other player.

Adventure: The adventure is a sequence of episodes encountered by the player characters as they struggle to complete a mission for The Computer. An adventure may be completed in a single session or in a series of sessions. Until it has been brought to a satisfactory (or unfortunate) conclusion, the adventure is not over.

Session: A session is the gathering of gamemaster and players for an adventure. The session varies in length, depending on the tastes of the players, but is usually from one to six hours in duration.

Campaign: A campaign is a series of related adventures in a consistent setting with the same player characters. Over the course of a campaign characters may advance in skills, status, and power.

2.3 NOTE TO EXPERIENCED PLAYERS

Three main features distinguish ***Paranoia*** from other familiar role-playing games:

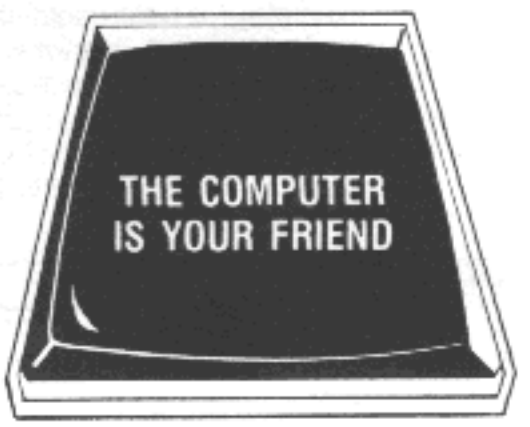
1. The Tone: Paranoia is designed for the humorous and farcical side of dramatic action-adventure. Other games tend to be more melodramatic, often to the point where the fun is neglected. Translation: ***Paranoia*** is fun. Other games are not fun. Play ***Paranoia.***

2. The Dramatic Conflicts: The conflicts in ***Paranoia*** will be as much with the other player characters as with the gamemaster's plotted obstacles. There is no more perilous threat than that represented by another hostile player character. Translation: If you think surviving a gamemaster is difficult, try surviving player characters.

3. Player Character Mortality: Anxiety about player character death is often a major block to fun in role-playng games. The trauma of losing an imaginative alter ego, the destruction of a work of art (the personality of the player character) representing an investment of time, imagination, and spirit, and the inconvenience of having to roll up a new character, and build a personality from scratch — these are good reasons for being anxious about player character death.

In ***Paranoia*** you get six identical copies of each character you create. When one is killed, his clone steps in almost immediately. Further, ***Paranoia's*** absurdist setting emphasizes that ***Paranoia*** is just a fun game — a chance to be playful as well as adventurous and heroic. Player characters should die like flies in ***Paranoia.*** Being a Troubleshooter is very exciting. Many Troubleshooters die of overexcitement.

Won't this be different from other adventures? Won't this be fun? The Computer says so, and everybody trusts The Computer.



3. CHARACTER CREATION

PARANOIA Character Sheet

Character Name: David-R-URK-1 Player Name: Doug Kaufman

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES	
1D10+8 Strength	9	Carrying Capacity	25
1D10+8 Endurance	10	Damage Bonus	-
2D10 Agility	13	Macho Bonus	-
2D10 Manual Dexterity	16	Melee Bonus	+5%
2D10 Moxie	14	Aimed Weapon Bonus	+12%
2D10 Chutzpah	8	Comprehension Bonus	+5%
2D10 Mechanical Aptitude	14	Believability Bonus	-5%
1D10+5 Power Index	11	Repair Bonus	+5%

DAMAGE STATUS
Wounds:

CREDITS
~~100~~
90

SECURITY CLEARANCE: RED

SERVICE GROUP: TECHNICAL SERVICES

SECRET SOCIETY: PRO-TECH

SECRET SOCIETY RANK: 1

MUTANT POWER(s): ADVANCED VISION

WEAPON	TO HIT
LASER PISTOL	25+12=37%

EQUIPMENT
red reflec armor
laser pistol
laser barrel (red stripe)
jump suit
utility belt & pouches
Com Unit I
knife
notebook & stylus
flashlight

SKILLS:
BASICS (1)
Aimed Weapons (2)
TECH. SERVICES (1)
Engineering (2)
Electronic (3)
PERSONAL DEVELOPMENT (1)

Sample of a completed character sheet.

The rules that follow describe the process of creating a player character. Keep in mind that one aspect of society in ***Paranoia*** is the rigid control of access to information. Certain information is available only through the gamemaster, and cannot be found in this ***Player Handbook.*** For example, this book contains the system for assigning secret societies to characters, but it does not describe those secret societies. Such information can only be obtained from the gamemaster, and only that information to which your character is entitled according to his security clearance.

3.1 PROCEDURE

1. Take a character sheet, pencil, and 2D10.

2. Give your character a name. In Alpha Complex names have the following form:

(Short Name) + (Letter representing your security clearance code — for beginning characters, "R" for RED) + (three letter code referring to your residential unit) + (one digit number indicating your clone identity). (All beginning characters have clone identity "1" — that is, they are the first member of the clone family. See section 3.9 for an explanation of clone families.) For example, David-R-URK-1 is the name of the Troubleshooter we'll use in the solitaire adventure later in this handbook.

3. Determine the primary attributes. *See* rule **3.2** below for the number and type of dice you must roll to determine each of your *primary attributes: strength, endurance, agility, manual dexterity, moxie, chutzpah, mechanical aptitude,* and *power index.* (Your gamemaster may permit you to use other optional methods for establishing your character's attributes.)

4. Determine the secondary attributes. Use the Secondary Attributes Table (**3.3.1**) to find the values for each of your secondary attributes. Cross-reference the determining primary attribute with the numeric value recorded on your character sheet to find the ability modifier for each secondary attribute. Record those modifiers in the appropriate places on your character sheet.

5. Determine your Service Group. Roll 1D10 and consult the Service Group Table (**3.4.1**). Record the result on your character sheet.

6. Determine your mutant power. Roll 1D100 and consult the normal Mutant Power Table (**3.5.1**). Record the result on your character sheet. Player characters with primary attribute scores totalling less than 80 are entitled to more than one mutant power. *See* rule **3.5** below for details.

7. Determine your secret society. Roll 1D100 and consult the Secret Society Table (**3.6.1**). Record the result on your character sheet. (Possession of certain mutant powers may prevent your membership in certain secret societies. If necessary, roll again to obtain a secret society that is compatible with your mutant power.)

8. Choose your character's beginning skills. Each character begins with six skill points. *See* rule **3.7** below. Select your character's Skills and record them on the character sheet.

9. Select and record your character's equipment. Certain equipment is assigned to all beginning characters. Other optional items may be obtained by spending credits from the character's original 100 credit allotment. *See* rule **3.8** below.

Your basic equipment is already listed on the character sheet. Optional equipment may be selected as per the equipment section (rule **3.8** below), or may be sought by special request to the gamemaster. The equipment available will vary greatly according to the circumstances of a mission and the degree of trust The Computer feels for a Troubleshooter. Record the information on your character sheet.

CHARACTER GENERATION SUMMARY

1. Take character sheet.
2. Write down a name.
3. Roll for primary attributes (3.2).
4. Look up secondary attributes (3.3).
5. Roll service group (3.4).
6. Roll mutant power (3.5).
7. Roll secret society (3.6).
8. Choose skills (3.7).
9. Choose equipment (3.8).
10. Make a copy for the gamemaster.

3.2 PRIMARY ATTRIBUTES

Below is a description of each primary attribute and its effect in play:

Strength is a measure of a character's physical strength. It affects the damage done with certain hand weapons and modifies the amount of weight he can carry. *Roll 1D10+8 to determine your character's strength.*

Agility is a measure of a character's ability to maintain his balance, to dodge, and to perform other actions requiring quickness and muscular co-ordination. It also affects the character's ability to hit an opponent in a combat. *Roll 2D10 to determine your character's agility.*

Manual Dexterity is a measure of a character's hand-eye co-ordination and patience and skill with fine manipulations. It also adds to a character's ability to hit an opponent with an aimed missile weapon. *Roll 2D10 to determine your character's manual dexterity.*

Endurance is a measure of a character's stamina and ability to withstand pain and physical injury. *Roll 1D10 +8 to determine your character's endurance.*

Moxie is a measure of a character's ability to comprehend unusual phenomena, learn new modes of communication, perceive important details, and correctly choose the right course of action in unexpected situations. *Roll 2D10 to determine your character's moxie.*

Chutzpah is defined as the quality of a man who kills both his parents and then pleads for mercy because he is an orphan. *Roll 2D10 to determine your character's chutzpah.*

Mechanical Aptitude is a measure of a character's ability to understand, operate, and repair machinery and equipment of all types. *Roll 2D10 to determine your character's mechanical aptitude.*

Power Index is a measure of the strength of your mutant power. *Roll 1D10 +5 to determine your character's power index.*

3.3 SECONDARY ATTRIBUTES

These are modifiers which affect certain skills and abilities. The values for a character's secondary attributes are found by cross-referencing the associated primary attribute with the numerical value of that primary attribute on the Secondary Attributes Table. Below is a description of each secondary attribute and its effect in play:

Carrying Capacity is the character's ability to carry heavy burdens. *Strength* is the associated primary attribute.

Damage Bonus is the additional damage done because of the character's strength. *Strength* is the associated primary attribute.

Macho Bonus is a measure of superior ability to withstand the pain of an injury and to survive serious injuries. *Endurance* is the associated primary attribute.

Melee Bonus is a measure of a character's improved or decreased ability to score a blow in a melee. *Agility* is the associated primary attribute.

Aimed Weapon Bonus is a measure of improved or decreased ability to hit a target with an aimed distance weapon. *Manual Dexterity* is the associated primary attribute.

Comprehension Bonus is a measure of a character's ability to use certain Hostile Environment skills. *Moxie* is the associated primary attribute.

Believability Bonus is a measure of increased or decreased ability to lie successfully. *Chutzpah* is the associated primary attribute.

Repair Bonus is a measure of a character's increased or decreased ability to use his technical skills. *Mechanical Aptitude* is the associated primary attribute.

3.3.1 Secondary Attributes Table
(see charts and tables)

3.4 COMPUTER SERVICE GROUPS

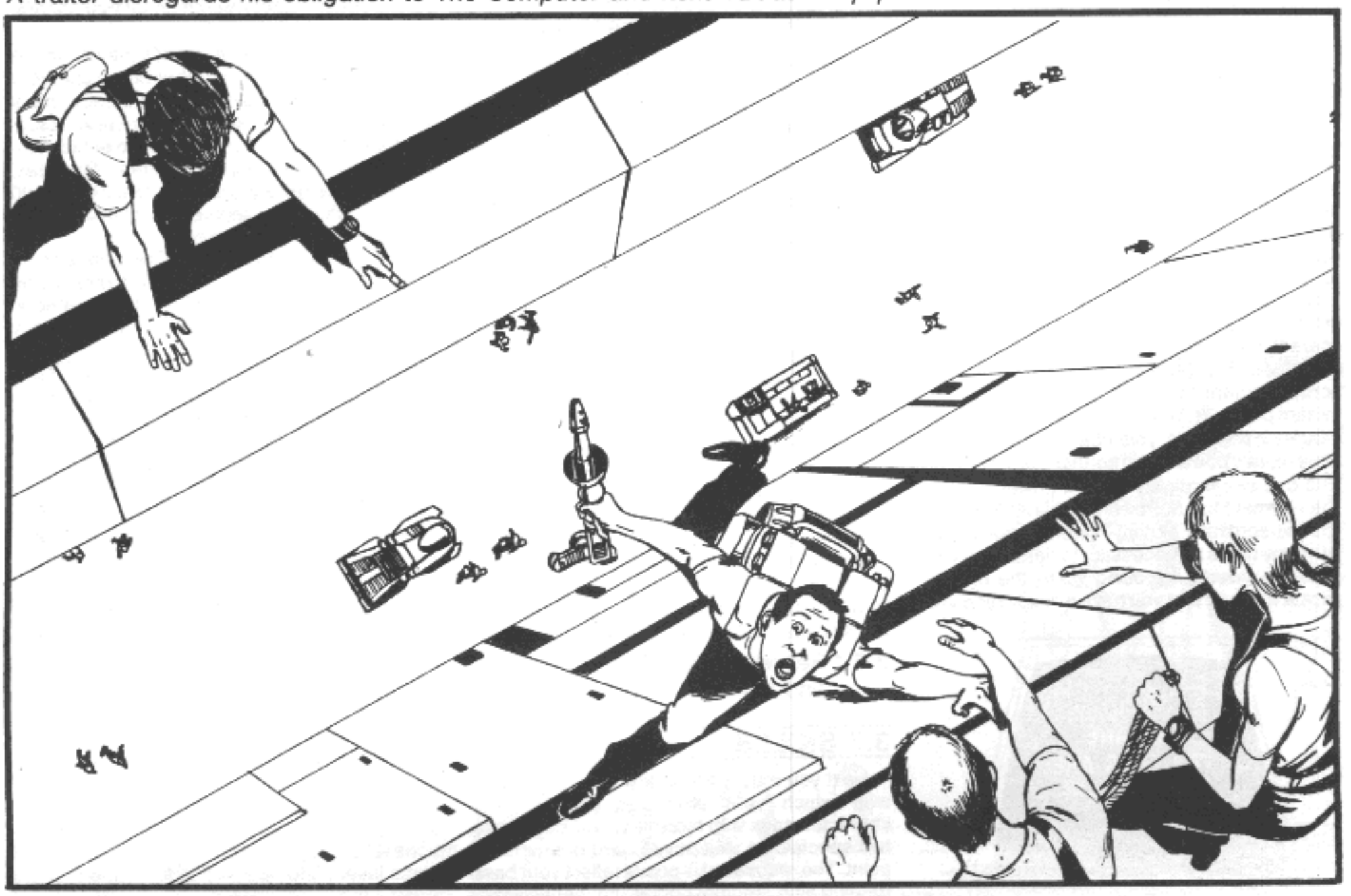
Each Service Group has its particular function in the society of Alpha Complex, and its members tend to have similar skills. A character may have access to special equipment, information, and personal influence through his service group. Below is a description of the primary functions of each service group:

Internal Security is in charge of weeding out Traitors and Commies and maintaining order. They combine the functions of law officers, secret police, and monitors of political orthodoxy. They are hated and feared by citizens in all other services. Their agents are everywhere.

Technical Services is in charge of maintenance of all Alpha Complex utilities and support systems. They are the only group in occasional contact with other complexes and consequently are often under suspicion as traitors.

Housing Preservation & Development and Mind Control is in charge of living quarters and

A traitor disregards his obligation to The Computer and risks valuable equipment.



maintaining the voluminous records required by The Computer. They also act as a screening group for upwardly-mobile individuals among the Unwashed Masses, recommending promotions from INFRARED to the computer service groups. They have the least status of any of the service groups.

The Armed Forces are charged of carrying on the war against the Commies in the world beyond Alpha Complex. There are a number of elite units within the Armed Forces, such as the highly-regarded Vulture Squadrons.

Production, Logistics and Commissary is in charge of agricultural and industrial production and allocation of resources. Among their primary responsibilities are food preparation and distribution of all consumer goods.

Power Services is in charge of maintaining the power plants and all major transport systems within the complex.

Research and Design develops new technology and equipment for use by The Computer and citizens of Alpha Complex.

Central Processing Unit is the supervisory and administrative group of Troubleshooters directly assigned to The Computer. They handle projects of special interest to The Computer, and therefore enjoy its special favor.

3.4.1 Service Group Table (see charts and tables)

3.5 Mutant Powers

Possession of a mutant power is treason and punishable by execution. Your character has a mutant power. Roll 1D100 and refer to the Normal Mutant Power Table (**3.5.1**)to determine your mutant power.

Normally a character will receive only one normal mutant power. However, *if the total of your character's attributes is less than 80, your character will receive two mutant powers:* one normal mutant power and one extraordinary mutant power. *If the total of your character's attributes is 65 or less, your character will receive three mutant powers:* two normal mutant powers and one extraordinary mutant power. Roll on the Normal Mutant Powers Table (**3.5.1**), and the Extraordinary Mutant Powers Table (**3.5.2**), as many times as necessary to determine your mutant power(s), rerolling when the dice indicate a power that you have already received.

After determining your character's mutant power(s), you must decide whether to reveal his mutant power(s) to The Computer. If you do, he becomes a Registered Mutant and is required to wear a yellow stripe on his uniform at all times. Such characters are self-acknowledged traitors, but their existence is tolerated by The Computer. Dedicated Registered Mutants may eventually overcome the stigma of their treason. A Registered Mutant is not subject to summary execution if he uses his power(s).

A character who does not reveal his mutant power(s) and is subsequently discovered and reported to have used mutant power(s) is subject to summary execution.

Certain powers are considered so dangerous to The Computer that their revelation will result in immediate execution. A character would not reveal such a power to The Computer unless he wished to commit suicide. These powers are marked with an asterisk (*) on the Mutant Power Tables.

Mutant powers are divided into three main categories — biological, mental, and psionic — describing the primary aspect of their manifestation. These categories are intentionally vague — don't get the idea that this information should be useful to you or your character.

There is no explanation or description of the mutant powers in the player handbook. Your gamemaster will reveal the details of your power to you in private. You will initially know nothing about other mutant powers.

3.5.1 Normal Mutant Powers Table (see charts and tables)

3.5.2 Extraordinary Mutant Powers Table (see charts and tables)

3.6 SECRET SOCIETIES

Belonging to a secret society is treason and punishable by execution. Your character belongs to a secret society. If membership in a secret society is revealed to The Computer during play, a character may face execution.

Roll 1D100 and refer to the Secret Society Table to determine your secret society. Your gamemaster may ask you to use his own specially-prepared Secret Society Table if he has designed his own secret societies for his campaign.

Possession of certain mutant powers will prevent your character from belonging to certain secret societies. Roll again on table **3.6.1** if so directed by the GM.

Note that none of the secret societies are explained or described in the player handbook. The gamemaster will tell you in private what information you have about your own secret society. Details about the other secret societies are (literally) secret. Membership in certain secret societies may make your character subject to certain special rules; if so, your gamemaster will tell you when he reviews your character sheet.

3.6.1 Secret Society Table (see charts and tables)

3.7 SKILLS

Next you must choose and record the skills with which your character begins. Each character starts with three required skill points, two specialized skill points, and one optional point. The required skill points reflect your basic training as a Troubleshooter. Your specialized skill points reflects extra training in your specialized field of service. The optional skill point reflects your own chosen area of skill development.

> In ***Paranoia*** Troubleshooter skills are organized into tree structures. There are five broad categories of skills:
>
> Basic Operations
> Personal Developments
> Hostile Environments
> Vehicle Services
> Technical Services

Refer to the skill tree diagrams (**3.7.1-3.7.5**). Each major skill category divides into several sub-categories underneath it. For example, Basic Operations divides into Aimed Weapon Combat, Melee Combat, Maintenance, and Special Services. Each of these sub-categories may be further subdivided. For example, Maintenance divides into several subdivisions for each of the basic weapon types used by Troubleshooters.

People learn things by first mastering the broad outlines of a subject, then by gaining specialized knowledge through further experience and training.

A character first puts one skill point into a major skill category (for example, Basic Operations). This gives him the ability to use any of the individual skills grouped under that general category.

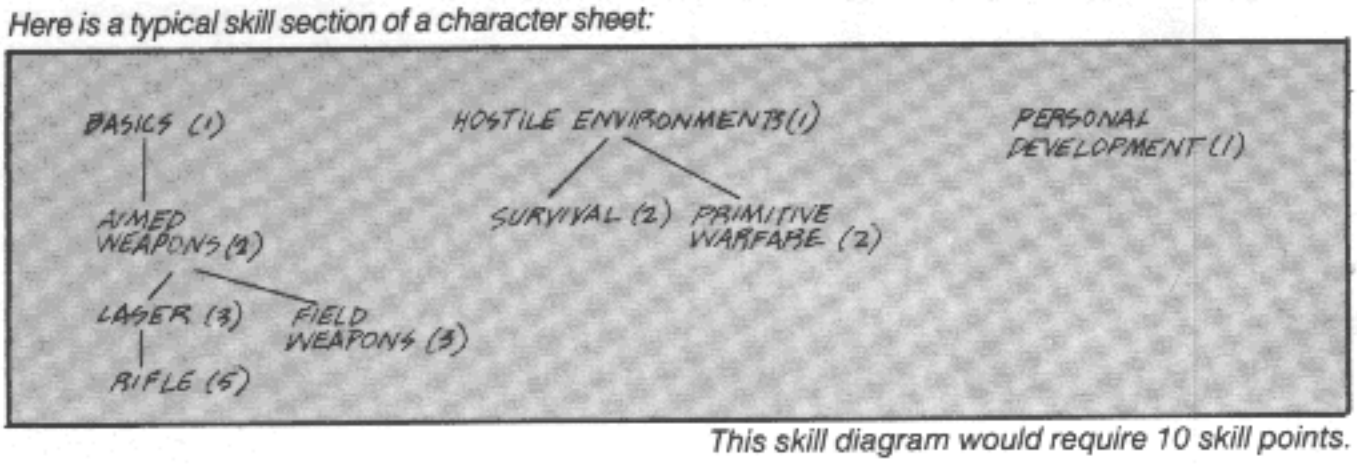
The next skill point he spends may either be spent by putting it into another broad category or by further specializing within the first general category. A second skill point into Basic Operations would have to be allocated to either Aimed Weapon Combat, Melee Combat, Maintenance, or Special Services. This would give the character increased abilities within those skill groups.

A third point put into Basic Operations could be put into another secondary skill (like Melee Combat or Maintenance) or be put into a specific skill under the secondary skill category already taken by the character. For example, a character who spends three skill points in Basic Operations might choose to put them into (1) Basic Operations, (2) Aimed Weapon Combat, and (3) Laser, thus giving him substantial skill with laser weapons, the most common personal weapons in ***Paranoia.***

A player records his skills by drawing on the character sheet the portion of the skill tree learned by the character. At the topmost skill category of the tree, he should write the number "1"; next to all skill categories at the second level of the tree, he must write "2"; and so forth, to the bottom of the tree.

If a character has learned a skill at the bottom of a tree, he may increase his ability with that skill by spending additional skill points on that skill. If he does so, he should *INCREASE* the number next to the skill by one each time he spends a skill point on the skill. Skills may only be increased this way at the bottom of a tree. A character may never have "Basic Operations (2)," but he could have "laser pistol (5)", since laser pistol is a skill at the bottom of the Basic Operations tree.

Here is a typical skill section of a character sheet:



This skill diagram would require 10 skill points.

Remember that each character initially has 6 skill points. The first 3 skill points are automatically assigned to Basic Operations, Aimed Weapon Combat, and Personal Development. The character's Service Group determines the skill categories for the next 2 skill points. The final skill point may be spent as the player chooses, as long as he follows the rules of skill selection.

The Service Group Specialization Chart **3.7.6** *indicates the skill area where the 2 specialization skill points must be allocated (***Note:** The points may be spent on any skill within the listed group, assuming the requisite attributes are met.)

As you serve The Computer in Troubleshooting missions you will sometimes be awarded opportunities to improve your skills. Sometimes you will improve in a skill simply because you have practiced it under demanding conditions. Your gamemaster will inform you when you have an opportunity to improve your skills and will tell you what skill areas you may improve in. The procedure for selecting and recording the skills will be just like the procedure followed when you choose your original skills.

Note: Certain skills are treasonous. (For example, The Computer is served by Programmers, yet possession of the skill of Programming at Security Level RED is a treasonable offense.) These skills are not represented on the skill trees. In the course of adventures, through contacts with secret societies, mutants, and other traitors, you may receive opportunities to train in treasonous skills.

3.7.1 Basics Skill Tree (see charts and tables)

3.7.2 Personal Development Skill Tree (see charts and tables)

3.7.3 Hostile Environments Skill Tree (see charts and tables)

3.7.4 Vehicle Services Skill Tree (see charts and tables)

3.7.5 Technical Services Skill Tree (see charts and tables)

3.7.6 Service Group Skill Specialization Chart (see charts and tables)

3.7.7 Using Skills

All characters have a percentage chance of successfully using each skill. A character's percentage with a skill is dependent on the number of skill points he has spent on the skill or on skill categories above the skill in the appropriate skill tree. A character's percentage with a skill is modified by secondary attribute bonuses and by other gamemaster-determined factors during the play of the game.

Calculating Base Percentages

Each character automatically has a minimum base of 5% with all skills. A character always has a minimum of 5% chance of using any skill, and his chance of using the skill can never fall below 5%.

If a character has spent 1 skill point in a category, he has a base 20% chance with all skills in that category. For example, a character who spent one skill point on "Basics" would have a base 20% chance of using any of the weapons or skills in that category.

Additional skill points in a category increase the base chance for all skills under a particular subcategory by 5%. For example, a character who spent five points in "Basics" as follows:

BASICS (1)
|
AIMED WEAPON COMBAT (2)
|
LASER (3)
|
PISTOL (5)

would have a base percentage of 40% with laser pistols, 30% with all other lasers, 25% with all other aimed weapons, and 20% with melee combat weapons, weapon maintenance and special services skills.

A formula which may help you remember percentages is:

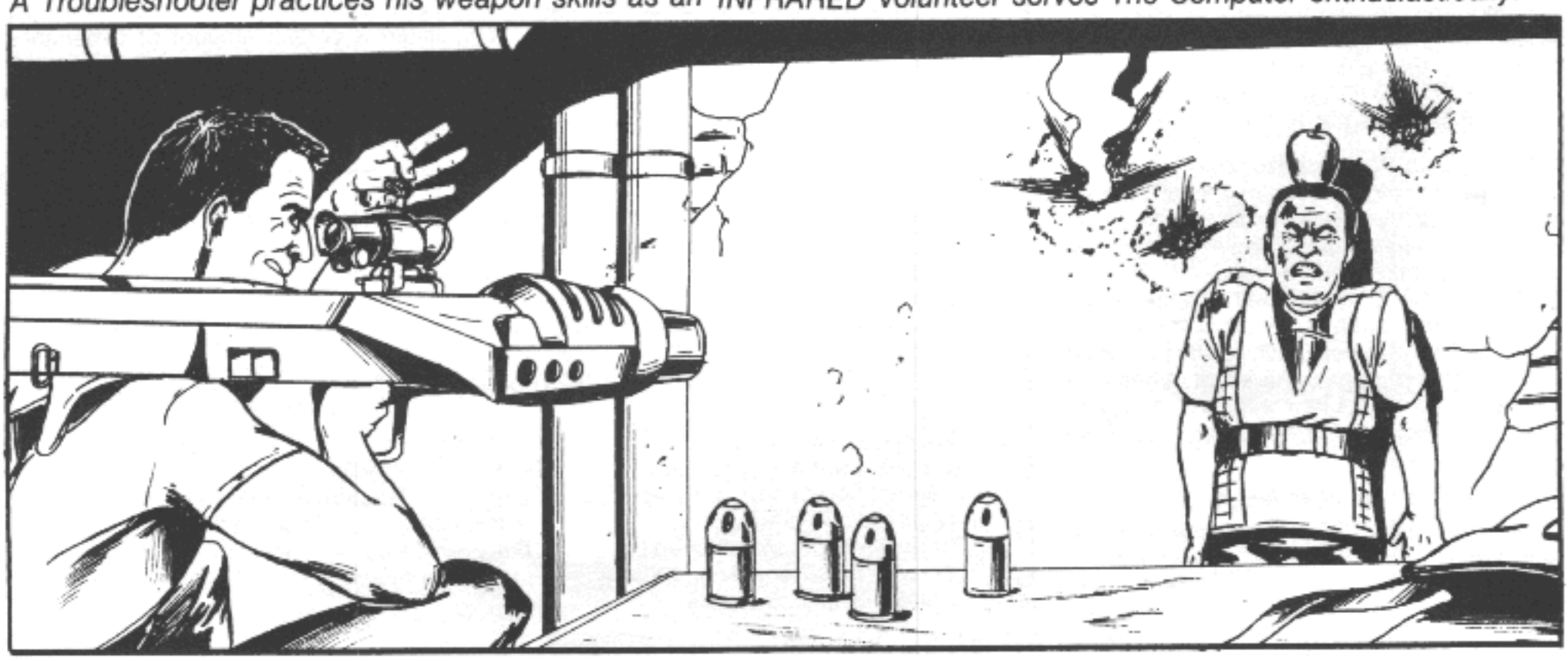
Base Percentage =
15% +(5 x highest skill number)

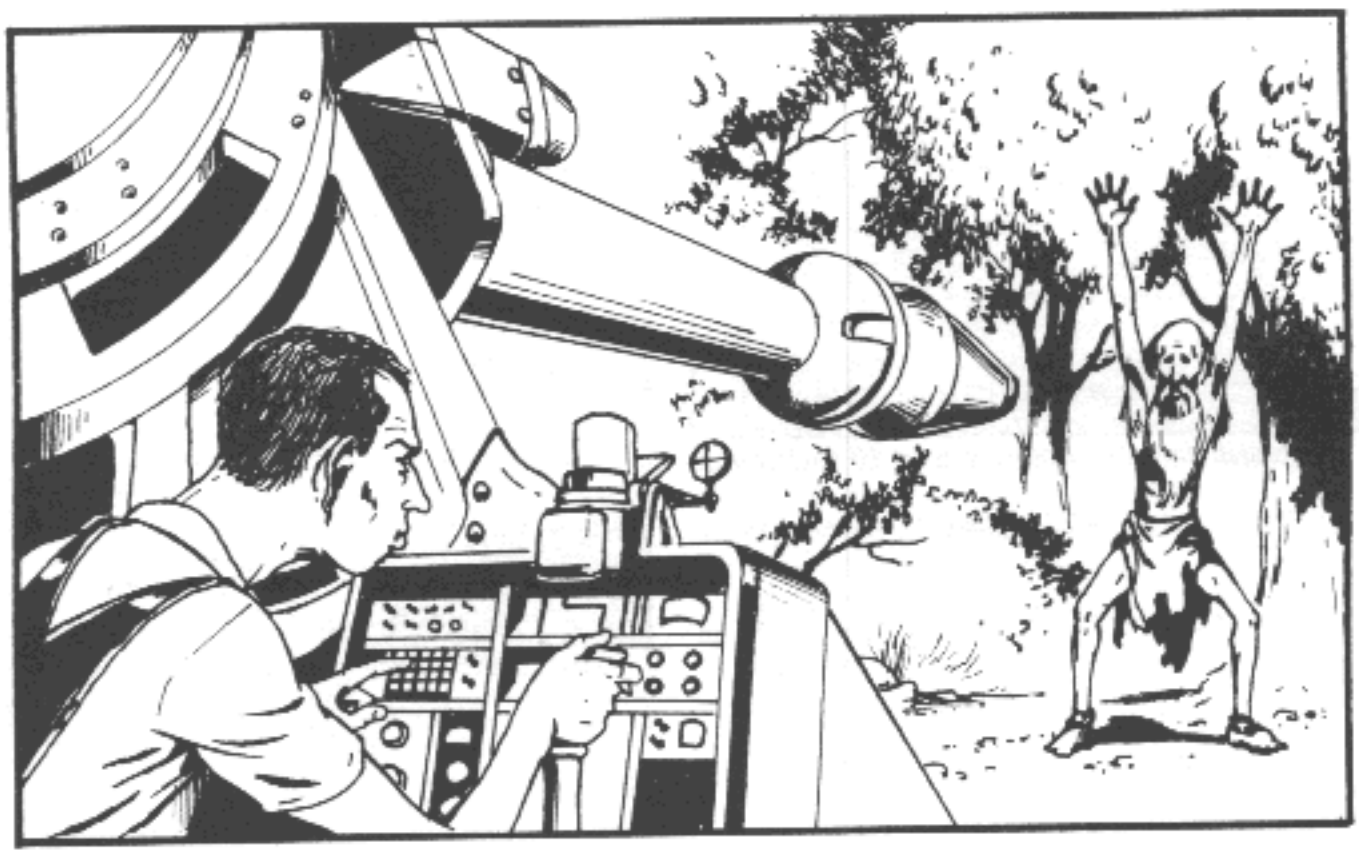
where "skill number" is the number written next to the skill name on the character sheet (in the example above, the number "5" for pistol, the number "3" for laser, etc.).

Secondary Attribute Modifiers

A character's base percentages are modified by his secondary attributes. For example, the "aimed weapon bonus" modifies a character's percentages with all aimed weapon skills; thus a character with a manual dexterity of 13 would increase his base percentages with all aimed

A Troubleshooter practices his weapon skills as an INFRARED volunteer serves The Computer enthusiastically.





Trust no one!

weapon skills by +5%. If he has the skills in the example above, his percentage with laser pistol would be 45% instead of 40%, etc.

The ***Melee Bonus*** affects all melee combat skills and the primitive melee weapons skill (on the "Hostile Environments" tree).

The ***Aimed Weapon Bonus*** affects aimed weapon combat skills, vehicle combat weapon skills, and the primitive aimed weapons skill.

The ***Comprehension Bonus*** affects all hostile environment skills *except* primitive melee weapons and primitive aimed weapons.

The ***Believability Bonus*** affects all personal development skills (except the self-improvement skills).

The ***Repair Bonus*** affects all technical services and vehicle services skills except the vehicle combat weapons skills.

The other secondary attributes do not affect skill percentages directly, but have other effects in the game.

Example: Refer back to David-R-URK-1's character sheet (on page 8). Because of David's "two" rating in aimed weapons and his aimed weapon bonus of +12%, his percentage with all aimed weapon skills is 37% (15% + (5% x 2) + 12% = 37%). Because his repair bonus is +5% and he has 3 points in electronic engineering, his electronic skill percentage is 35%; his percentage with other engineering skills is 30%; and his percentage with all other technical service skills is 25%.

Figuring Skill Percentages

Using these rules, it is simple enough to figure your character's percentage with each skill. You may find it useful to note some skill percentages on the character sheet — those for skills the character uses commonly. Since each character begins with a laser pistol, and will use it a lot, it is wise to note each character's laser pistol skill percentage on his sheet. When your character's acquires new weapons, it may be useful to record his percentages with those weapons as well.

What Skill Percentages Mean

Generally, when a character tries to use a skill, the gamemaster rolls 1D100 against the character's skill percentage; a roll equal to or less than the percentage means a successful skill use. Don't rely too trustingly on this, however; the gamemaster may modify a skill percentage to account for circumstances. For example, if a character is trying to fire his laser pistol as he dashes through a crowded corridor, he has a considerably smaller chance of hitting a target than usual. The gamemaster may even decide that there is a good chance an innocent bystander will be injured.

3.8 EQUIPMENT

Most of the material needs of the citizens of Alpha Red/One are generously provided by The Computer. To relieve citizens of the responsibility for storing and caring for equipment The Computer discourages the practice of private ownership. However, as a citizen rises from INFRARED status to the honored position of Troubleshooter, he will be given opportunities to buy or accept certain items of equipment for his own uses.

Player characters begin with basic Troubleshooter personal gear printed on the character sheet. Each character is also assumed to have accumulated the substantial sum of 100 credits for purchasing optional items, for customizing or decorating personal items, or for paying the inevitable fine and replacement fees when Computer equipment is damaged or lost.

Each player begins with a suit of Red Reflec armor and a hand laser with a red-ringed barrel. The Computer will often temporarily or permanently assign equipment to the characters for various reasons. This equipment should also be noted on the character sheet. It is a bad idea to lose The Computer's equipment.

Services

For approximately 25-50% of the credit value of a piece of personal equipment or clothing a Troubleshooter may have it customized. The nature of the customization is up to the player's desires and at the gamemaster's sufferance, but might include superior reliability, durability, capability, or appearance. A common practice is to spend surplus credits on making one's uniform more distinctive — adding slightly contrasting piping to the jumpsuit, or painting patriotic symbols on weapons or equipment.

Many prudent Troubleshooters save their credits in case a fine is levied against them. This is wise, since failure to promptly pay a fine is treasonous. Fines may come for various reasons — poor conduct, loss or damage of Computer equipment, failure to follow orders, and so forth.

3.9 CLONE FAMILIES

Each player begins play with the six identical clones of a single clone family. The Computer always produces six of each individual so no one will ever be lonely and so that there are backups in case the inevitable happens to a single individual. Each individual in a clone family has identical beginning attributes and skills when the family is promoted to service in the Troubleshooters.

One clone individual will become your player character. This character is referred to as the "Number One" in the clone family. His clone identity, "1", is indicated by the single digit at the end of his name. The other clones in a family are numbered sequentially as clone identities 2-6. (For example, David-R-URK-2 is clone identity "2" in the David-R-URK clone family.) The other five clone individuals are assigned to various clerical and administrative tasks in the service group.

If something unfortunate should happen to "Number One," another individual from the clone family is "activated." That is, the dead, disabled, or missing Troubleshooter is replaced by a member of his clone family.

The replacement clone will have the same attributes, secret society, and mutation(s) that the original "Number One" had when he became a Troubleshooter, Clearance RED. In addition, the newly-activated clone may have accumulated a certain amount of experience, status, and credits in his desk job. (Of course, he may also have been implicated in treasonous acts.) The GM will tell you what skills or status (if any) a clone has developed before he is ac-

Below is a list of some of the typical items or services that might be purchasable in Alpha Red/One. Many other items or services may be available at the gamemaster's option. Many items or services are strictly valuable as symbols of power and influence. Their conspicuous ownership may help you impress other citizens and Troubleshooters, giving you a better chance to persuade or browbeat them into serving your will.

EQUIPMENT

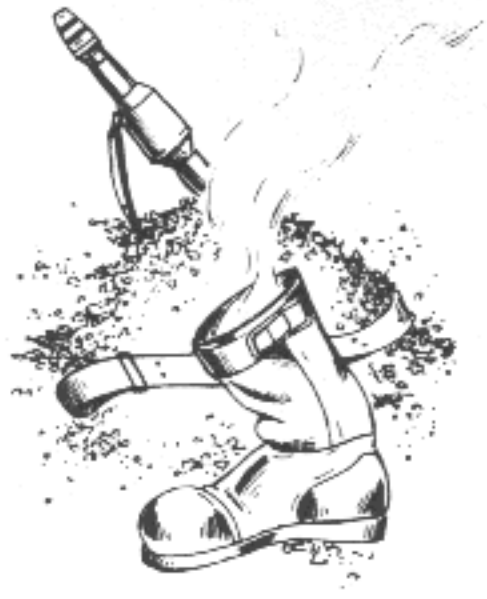
Flashlight: 10 credits
Hottorch (combination fire-starter and cutting torch): 100 credits
Gasmask: 50 credits
SuperGum/Solvent: 25 credits
InfraSpecs (IR goggles): 100 credits
Smoke Alarm: 25 credits
Plasticord (synthetic rope): 1 credit/foot
Bullhorn: 50 credits
Picture of video heroine Tella-O-MLY-1 (known as Teela O'Malley) with a mirror on the reverse side: 5 credits (This is a popular lucky charm among the Troubleshooters.)

An early portrait of the distinguished Clone Family Robinson-R-DTS-1, 2, 3, 4, 5 & 6.

tivated to replace a dead or missing "Number One."

If your "Number One" (your player character) should die or disappear in the course of an adventure, he will be replaced by a clone with similar attributes and skills. If this should happen, the gamemaster will assist you in preparing the new character sheet for the clone replacement. He will use the abilities and beginning skills from a copy of your original character's sheet. He may also add extra skills, status, or possessions. The new clone is almost a perfect copy of your original character, though his experiences may have been different.

Note that after the death of a sixth member of a clone family, you must create an entirely new character — a new clone family.



A more recent, informal portrait of Robinson-B-DTS-6.

4. BOOKKEEPING

In ***Paranoia*** there are five types of "points" a character may earn in the course of an adventure. Two of these, *skill points* and *credits,* are privately announced by the gamemaster to the character at the end of an adventure or session. The player must keep track of his character's skill points and credits on the character sheet. The other three types of points (commendation points, treason points, and secret society points) are not announced to the player. The gamemaster keeps track of these points, and their totals are kept secret from the player. Below is an explanation of the significance of each type of points and how they affect the character in play.

Skill Points are used to gain new skills and increase a character's abilities with the old one. When he is given a skill point by the gamemaster, the player may assign the skill point to any skill in the same manner as skill points were assigned initially.

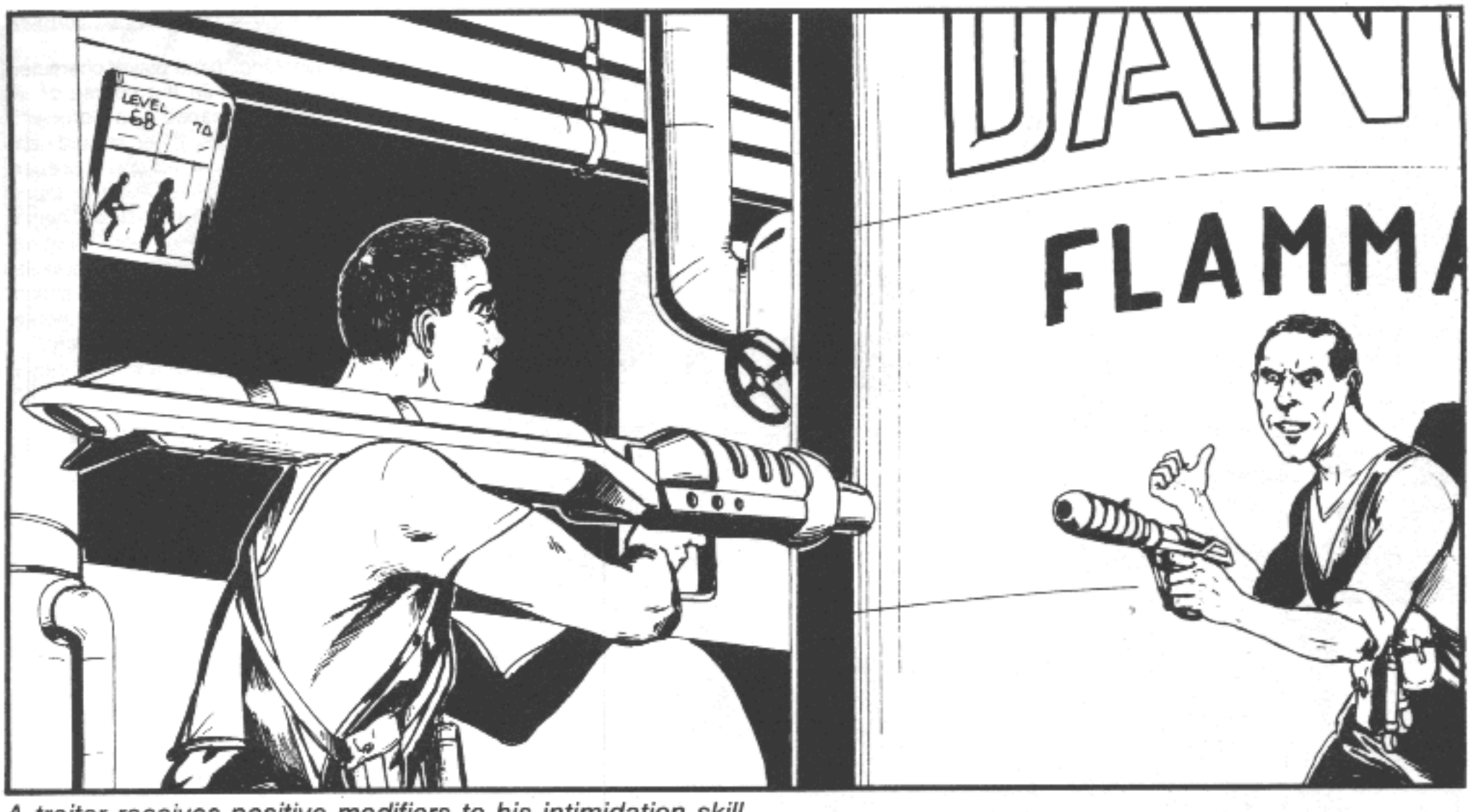
Credits are currency used to purchase personal equipment or pay fines assessed by The Computer for negligence or minor crimes. Credits may be obtained as a reward for successfully completing a mission for The Computer. Credits may also be earned by testing experimental equipment, and in various other ways.

Commendation Points are obtained for completing missions, distinguished service to The Computer, and discovering or eliminating traitors. A commander of an expedition or project may assign commendation points for superior performance of duties. A player who obtains 2 commendation points may be promoted to security clearance ORANGE. Advancement to higher security clearances requires additional commendation points and may also require the fulfillment of other criteria.

Treason Points are a measure of The Computer's suspicion and distrust of a character. Treasonous charges may sometimes be ignored if a character is performing exceptional services for The Computer.

If at any time a character has obtained a number of treason points which exceeds his commendation points by 10 or more. The Computer will attempt to terminate him, either by ordering other members of a Troubleshooter team to kill him, or by taking direct action to apprehend and execute the character. Treason points may be obtained by failing to fulfill orders, by doubting the Computer, by speaking or acting against The Computer, by damaging or destroying assigned equipment, by using mutant powers, by conspiracy or suspected conspiracy with others, or by acting in such a manner as to create suspicion of membership in a secret society. There are innumerable other ways to obtain treason points; these are only the most common ones.

Secret Society Points are similar to commendation points, except that they represent a character's status within his secret society. Acquisition of sufficient secret society points will advance a character in the power structure of the society, and may give him privileged access to information, equipment, or other assistance through the society.



A traitor receives positive modifiers to his intimidation skill.

5. COMPUTER MISSIONS

As Troubleshooters you can expect to receive regular mission assignments in the service of The Computer. Your priorities (from The Computer's point of view, at least) should be:

1. To root out and destroy traitors.
2. To fulfill your mission responsibilities, and
3. To protect the lives of The Computer's valuable agents (yourself included.)

Your personal priorities may differ. You may be more concerned about your own survival, or advancing in your secret society, or overthrowing The Computer. However, any behavior that suggests deviation from The Computer's priorities is sufficient cause for suspicion of treason.

Before each adventure begins, your gamemaster will give you The Computer's mission assignment. The mission assignment will include the mission's objectives, a list of the Troubleshooters who will cooperate in the mission, a list of any equipment to be assigned, and any briefing notes (e.g., maps, background information, access codes, special warnings, etc.). Also your gamemaster may take each player aside in turn and give him or her certain confidential information about the mission or about the other Troubleshooters. (This may be secret instructions from The Computer, or unauthorized information obtained by your secret society, or any other information that a character would know, but the other characters — and their players — could not know).

Once the adventure begins, the gamemaster will describe the settings and circumstances, and the players will describe the intentions and actions of their characters. Usually this activity is carried on in public, with all the players entitled to listen to the gamemaster and the other players. However, whenever a player wishes to ask a private question or perform a secret action, there are two common methods: 1. the private gamemaster/player conference, and 2. gamemaster and player note exchange. Your gamemaster will explain how these work during play sessions. However, note that frequent private sessions with the gamemaster will slow down the adventure, leaving some players to sit and wait while the gamemaster conducts private business with one player. Notes are a more efficient method of secret communication with the gamemaster, and they don't interrupt play.

If any intelligent equipment (i.e., robots) is assigned to the mission unit, The Computer will assign one Troubleshooter as the prime operator. He and only he has the authority to direct the equipment. He may, if he wishes, assign another Troubleshooter as the secondary operator. If the prime operator is killed or incapacitated during a mission, the secondary operator has the authority to direct the equipment. He may then in turn assign a secondary operator, and so forth. Directing intelligent equipment without authority is treason.

Not assigning a secondary operator gives an incentive to other Troubleshooters to keep you alive so the equipment can be used. However, if you are incapacitated, and the mission fails because you have assigned no secondary operator, you will be guilty of treason.

If the mission involves travel outside the Alpha Complex, each Troubleshooter is assigned a com unit. These are long-distance radio/video devices which permit communication among Troubleshooters. They are constantly monitored by The Computer. Through these devices The Computer can keep track of all communications between Troubleshooters and follow the progress of the mission. Failure to carry your com with you at all times is cause for suspicion of treason. (If you sneak away from the com to talk to someone else, obviously you are conspiring against The Computer.)

6. DRAMATIC TACTICAL MOVEMENT & COMBAT

Many other role-playing games have elaborate movement and combat systems reflecting their ancestral wargame heritage. These systems are good for those who enjoy wargames, but they emphasize competition rather than drama, and their complicated rules slow down the action. ***Paranoia*** uses a "dramatic tactical system" — a sort of unsystem — to encourage fast and flamboyant action.

The key to the system is a complete reliance on the gamemaster for the details of movement, combat, and environment. You're completely in his hands. You tell him what you want to do, and he'll tell you if you're successful. No counting hexes or phases. No painstaking maneuvering of figures or counters through a complex series of procedures.

The gamemaster tells you what you see.

You say what you want to do.

The gamemaster tells you what happens.

In this system the clever gamer does not seek to optimize his tactical advantage over an opponent. He tries to get the best dramatic advantage. The more entertaining tactic will win out over the more deliberate wargaming tactic.

Put on a good show, and Fate will smile upon you.

Be boring, and you're dead.

7. *PARANOIA* ETIQUETTE

Paranoia is unlike most other role-playing games in that it depends on keeping the players in the dark about the details of the adventure setting.

For example, the ***Gamemaster's Handbook*** is classified ULTRAVIOLET. As such, only the most advanced players should have access to its contents. However, there is no practical way we, the publishers, can prevent players from seeing it.

Any player may, if he wishes, purchase and read the ***Gamemaster's Handbook.*** Detailed knowledge of ***Paranoia's*** game systems shouldn't be punished, since such knowledge is likely to develop as a player plays the game anyway. However, if a character shows knowledge of information in the ***Gamemaster's Handbook*** that he could not know without access to the ***Gamemaster's Handbook*** (for example, how to operate a Warbot), he immediately earns a treason point. Each time he displays such knowledge from classified information sources, he earns an additional treason point. Penalties may be progressively more stiff for repeated offenses.

So, players should be aware that they may read the ***Gamemaster's Handbook,*** but that much of the information will be of little practical use to their characters, since actually using such information is cause for suspicion of treason.

Many activities that would be unobjectionable in other role-playing games would be very bad form in ***Paranoia.*** For example, looking at another player's character sheet is an unfair method of obtaining evidence of treason against him. Eavesdropping on another Troubleshooter while playing in character is fine, but eavesdropping on the private conference between the gamemaster and a player is cheating.

Please respect the privacy of the gamemaster and other players. The ignorance, uncertainty, and paranoia in Alpha Complex are important elements in the drama of a ***Paranoia*** adventure. Each player and the gamemaster is entitled to the confidentiality of his characters, character records, and player-gamemaster communications.

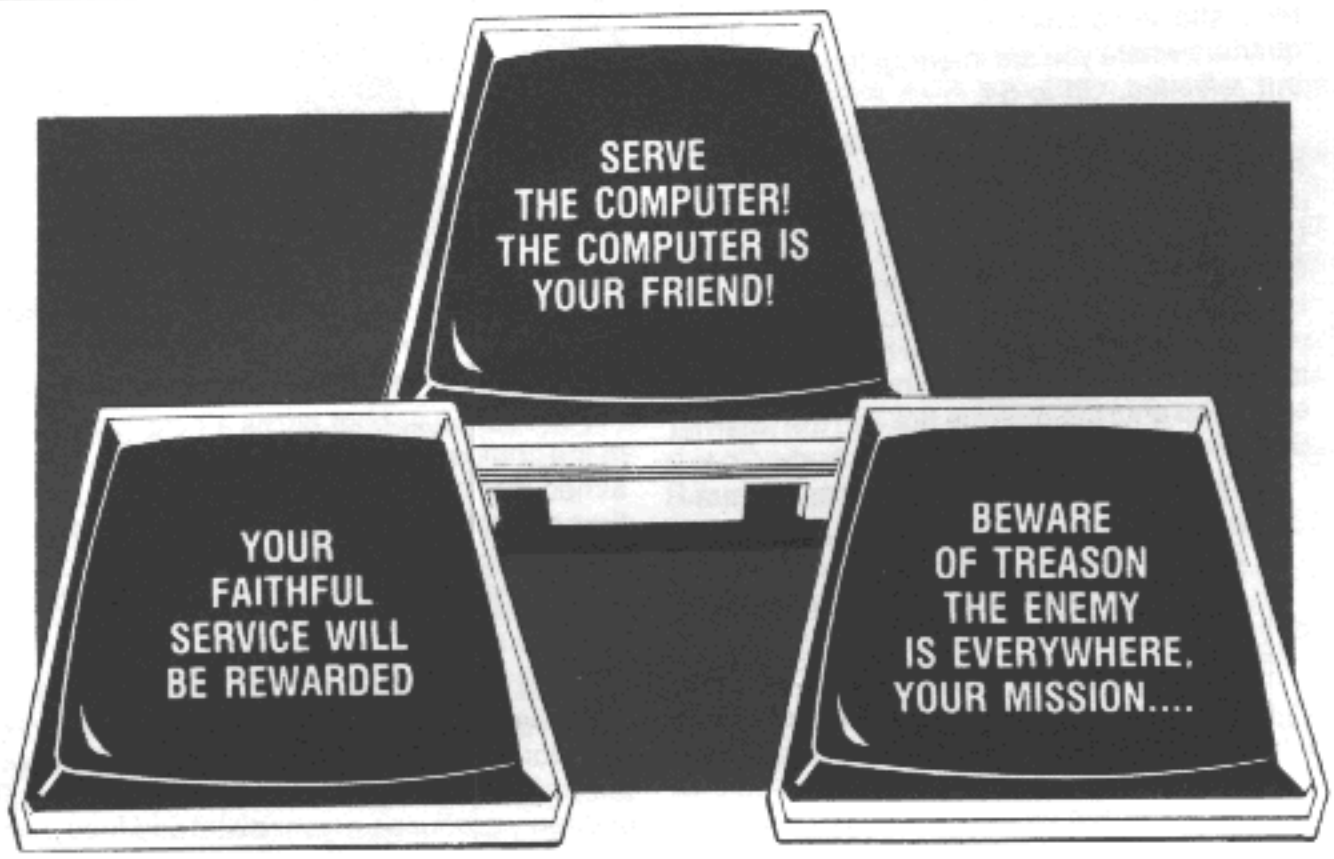
8. ENTERING THE WORLD OF *PARANOIA*

You now have all the information you need to play a beginning character in the world of ***Paranoia.*** Admittedly you don't know very much, but that is the key to the suspense and adventure of ***Paranoia.*** Life can be very exciting when you can't tell who your enemies are. A successful Troubleshooter will develop a healthy sense of insecurity.

However, you can't let that paranoia paralyze you. You must survive. You must resist. You must use wit, intuition, and daring to rise to higher levels of power and privilege. There you may learn the secrets forbidden by your security clearance.

SECURITY CLEARANCE RED.
SECURITY CLEARANCE ORANGE.
SECURITY CLEARANCE YELLOW.
SECURITY CLEARANCE GREEN.
SECURITY CLEARANCE BLUE.
SECURITY CLEARANCE INDIGO.
SECURITY CLEARANCE VIOLET.

ULTRAVIOLET? Beyond? What are they afraid to let you know...?



9. A SOLITAIRE ADVENTURE

Usually ***Paranoia*** adventures require at least one gamemaster and one or more players. A special kind of ***Paranoia*** adventure, called a "solitaire," lets you play by yourself. This solitaire adventure is included here to introduce you to the basic concepts and settings of ***Paranoia.***

To run this adventure you need pencil, paper, dice, and the sample character sheet prepared for David R-URK-1. Begin reading with the section labelled "1". Each section will describe a situation, then ask you to choose between two or more courses of action. When you choose your action, follow the directions and go the section indicated according to your chosen action. As you go through the adventure, you will occasionally be asked to record certain codes. Write these on a piece of paper. When you get to the end of the adventure, the significance of the codes you recorded will be explained.

After you complete this adventure, try it again. Only this time try making different choices and see how it affects the outcome. Even if you are successful, try the adventure again and see what happens if you do foolish things. The adventure will give you a good idea of the problems, decisions, and consequences a Troubleshooter must face in performing missions for The Computer.

1. TROUBLESHOOTERS: David-R-URK-1, Technical Services, Joshua-R-THR-2, Technical Services, Edith-O-OFX-2, Technical Services.

MISSION: Surveillance Systems Check, Sector Infrared F6.

Rendezvous at I-F6 headquarters at 1300 hours. Investigate suspected surveillance systems malfunction in residence quarters of Lonnie-KKD-3 and Virgil-KKD-4. Residence coordinates F6-117/KKD.

Do you accept the mission?
If yes, go to 07.
If no, go to 14.

2. She keeps her weapon trained on you until the morgue bot and the Internal Security squad come for Joshua's body. When they arrive, she accompanies you to sector headquarters where you are interrogated thoroughly, but released. *Go to 54.*

3. Joshua fires at Edith and misses, leaving himself open. Edith fires and doesn't miss. Joshua drops, shot right between the eyes. Edith turns to you, covering you with her pistol. Edith's display of laser pistol marksmanship has impressed you. You doubt you could quick-draw your laser and fire before she nails you. There is no room to run. She keeps her weapon trained on you until the morgue bot and the Internal Security squad come for Joshua's body. *Go to 9.*

4. You have a clear shot at either Joshua R or Edith-O.

If you fire your laser, go to 41.

If you have experimental anti-personnel device X324-09, and you fire it. go to 23.

5. It is a bad idea to turn your back on Edith O, Internal Security. Edith O is a crack shot with a laser. You take a few steps to the door and a searing pain rips through your back and into your chest. When you regain consciousness, you are in a hospital under guard. *Go to 19.*

6. A tiny note is written on a fragment of Health Bread lying on the floor of the booth. It reads, "Edith O is Internal Security. Terminate her." You notice no one observing you. You eat the message and proceed to the rendezvous. *Go to 43.*

7. An experimental anti-personnel device is available for testing. Will you accept assignment of this device for this mission?

Do you accept assignment of an experimental device?
If yes, go to 26.
If no, go to 44.

8. You apparently didn't hit anything, or the weapon didn't work. You suffer a number of minor burns from melted plastic fragments. *Go to 3.*

9. Internal Security agents arrive immediately, with docbots not far behind. Your wound receives prompt attention as Internal Security questions you. You are sent to a hospital, where you receive a visit from your supervisor, who presents you with a 20-credit reward and a note of commendation from The Computer. Joshua R is apprehended within minutes of your prompt report. He is immediately terminated. *Record an M code and go to 54.*

10. Your laser shot burns a hole in the wall. In the confusion no one could tell who you had aimed the shot at. Record an N code. Joshua fires at Edith and misses, leaving himself open. Edith fires and doesn't miss. Joshua drops. Edith turns to you, covering you with her pistol.

If you shoot at her, go to 47.
If you holster your weapon, go to 02.

11. Joshua apparently finishes whatever he was doing and steps toward Edith O who is in the hall searching with her device. Joshua R suddenly produces a laser pistol and fires point blank into Edith O's face. Edith crumples without a sound. *Record an L code* and choose one of the following actions:

If you duck out of sight, go to 39.
If you draw and ready a weapon, go to 21.
If you ask Joshua R what he's doing, go to 15.
If you do nothing but continue to observe, go to 33.

12. David R has never been a convincing liar, but he gets lucky, and Edith O apparently believes David's explanation that he just "tripped" over the toolbox. Edith holsters her laser. *Record an H code and go to 36.*

13. You're not exactly sure how it operates. As you were opening the case, a couple of red, green, and blue wires became detached. You're not exactly sure how they were originally attached. You can put them back together if you like, but who knows what will happen if you use it? *Record an E code and go to 50.*

14. Failure to accept mission is treason. Repeat. Do you accept the mission?

Do you accept the mission?
If yes, go to 07.
If no, go 51.

15. Joshua turns to you with a fanatic gleam in his eye and says, "Freeing Man from the Machine! One day we all shall be free!" He then points his laser at you. Go to 33.

16. You made it past Joshua through the door and into the corridor. Joshua fires once more in your direction, wounding you in the hand. Joshua panics, and dashes away. Pursuit is impossible in the frenzied crowd. Your injured hand begins to throb.

If you immediately seek a terminal and report the preceding events to The Computer, go to 09.
If you try to flee the area, searching for a place

to hide, go to 46.

17. (At this point the gamemaster would normally roll dice and consult his charts to determine the effect of your shot on Edith. Here we will graciously assume that David R is terrifically lucky.)

Joshua's shot at Edith misses and hits the wall. Edith finishes Joshua off with a single well-aimed shot. However, since she left herself wide open to your shot, you drill her directly in the temple and she slumps to the floor, killed instantly. *Record an L code.*

Now you have a problem. Two dead Troubleshooters.

If you try to escape, go to 45.

If you give youself up, explaining that the two Troubleshooters killed each other, roll 1D100. (David R has a 5% chance to Con his interrogators into accepting his story.)

If you roll 05 or less, go to 53.
If you roll 06 or more, go to 53.

18. With your mutant vision you can see that Joshua is screwing a green-ringed barrel into his laser pistol. A green-ringed barrel should not be available to a security clearance RED like Joshua. You have no armor against green laser weapons, and Edith probably doesn't either.

If you shout a warning aloud, record an I code and go to 30.

If not, record a J code and go to 11.

19. Edith O, Internal Security, has taken you into custody and reported your behavior to The Computer. David-URK-1 is no longer a Troubleshooter. Your adventure is over. You are now a low-status laborer in the foul-smelling food vats with a record of treasonous behavior. The Computer is your friend.

20. You may be able to determine more about the device by taking it apart and examining it.

If you attempt this, your Equipment Repair, Technician, and electronics skills give you a 30% chance of success. Roll 1D100.

If you roll 30 or less, go to 32.
If you roll 31 or more, go to 13.

If you do not attempt this, go to 50.

21. Joshua's weapon is ready. He gets his shot off first. *Go to 33.*

22. Edith O goes down twitching and writhing. Joshua turns and smiles at you, then fires his laser at you. *Record an L code and choose one of the following actions:*

If you try to dodge his shots and escape into the hall, go to 34.

If you try to draw your laser left-handed and return fire, go to 21.

If you try to engage Joshua R in hand-to-hand combat, go to 52.

23. *If you have recorded an E code, go to 8, otherwise go to 35.*

24. You overhear, "...and your request for information of that nature is highly inappropriate. For the present I'll content myself with a report to The Computer of your request. If there are any further indications of suspicious behavior from you, I shall request specifically that you be removed from this mission. Do you have any idea of the consequences of being removed from a mission by a project leader? The subject is closed!"

The voice changes as the speaker walks toward you. You have just enough time to move away from the door and look innocent when Edith O and Joshua R enter the room.

Go to 36.

25. Joshua R's toolkit contains nothing unusual. Edith O's toolkit immediately sounds a beeping alarm when you touch it. The voice in the next room stops instantly.

If you try to silence the alarm using your mechanical skill, go to 37.

If you leave the room immediately, go to 05.

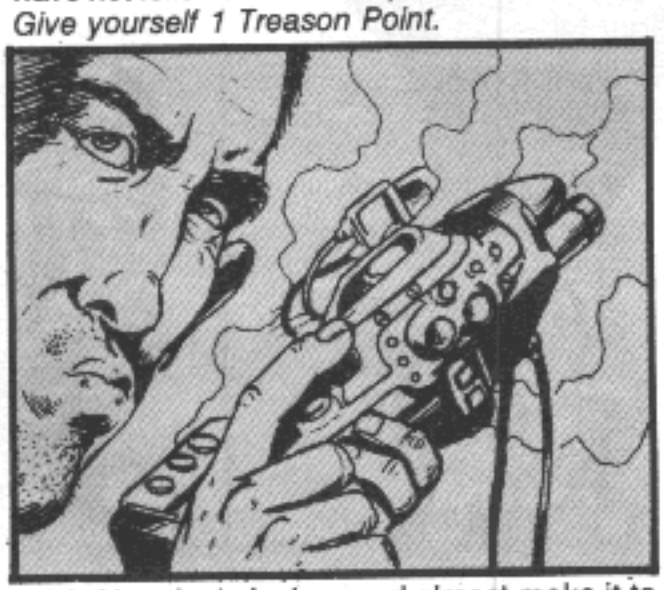
26. You have been assigned Experimental Anti-Personnel Device X324-09. It is called a neurostunner. It is used like a laser pistol. It requires less skill to target than a laser pistol. You will be rewarded for your loyalty to The Computer.

Record the serial number of the experimental device on your character sheet. The device has no user's manual.

Do you ask for more information on the device?

If yes, go to 38.
If no, go to 20.

27. This paragraph is not part of the solitaire adventure. Therefore, if you are reading this you have not followed The Computer's instructions. *Give yourself 1 Treason Point.*



28. You duck Joshua and almost make it to the door. A searing pain flashes through your chest. You fall to the ground. As the light seems to recede from you, you recall playing ball in the corridors as a child.

David R is dead. Joshua R is swiftly apprehended and terminated. Edith O receives a hero's funeral and a ten-minute spot in the evening newstape.

That is all. The Computer is your friend.

29. Joshua R apparently has Red Reflec laser armor and your shot hit but only stunned him. However, you distracted him enough to let Edith O drill him right between the eyes. He drops like a seized-up bot and lies still on the floor. Edith O holsters her laser and thanks you for help. She keeps an eye on you, however, as you both wait for the morgue bot and the Internal Security team to come pick up the body. Edith O promises to recommend you for promotion for your loyal assistance. *Record a K code and go to 54.*

30. Edith O and Joshua R both hear your shout. Edith O draws her weapon. Joshua R takes a shot at Edith O but misses as Edith ducks for cover.

If you duck out of sight, go to 48.
If you draw and ready a weapon, go to 04.
If you do nothing but continue to observe, go to 03.

31. David R has a basic 5% chance at Fast Talk skill (since he has no special training or experience). His −5% Believability Bonus would reduce his chance to 0%, but a character can never have less than a 5% chance to succeed in any skill. Roll D100.

If you rolled 05 or less, go to 12.
If you rolled 06 or more, go to 49.

32. You're not exactly sure how it operates, but has an awfully large power pack and no apparent provision for setting the amount of power you use when you fire it. You put it back together with confidence that you haven't damaged it. *Record a D code and go to 50.*

33. Joshua's laser blast catches you right in the chest. There's a searing pain, then blackness. Somewhere a distant voice says, "There, you poor devil, at least you're finally free of the Machine." Then there is silence.

David R is dead. Joshua R is quickly apprehended by Internal Security. The charge is treason and destruction of Computer property. Joshua is immediately terminated.

That is all. The Computer your friend.

34. Joshua R fires and misses. If you can just dodge him and make it out the door, you'll be in a corridor with crowds of people. To successfully dodge past Joshua R, you must pass what is called an "attribute check"; that is, you must roll 5% X the appropriate attribute (in this case, agility) or less to successfully execute the maneuver you want to perform. Roll 1D100.

If you roll 65 or less (5% X 13, your agility rating), go to 16.
If you roll 66 or more, go to 28.

35. The neurostunner releases a powerful blast of energy. At the same time, the device suddenly grows hot in your hand and explodes before you can release it, showering you with little bits of hot metal and plastic. Roll 1D100.

If you roll 80 or less and fired at Edith O, go to 22.
If you roll 80 or less and fired at Joshua R, go to 40.
If you roll 81 or more, go to 08.

36. "David R? This is Joshua R and I'm Edith O." Striking a threatening pose, "I'm in charge of this operation," says Edith O, "and don't either of you ever forget it!"

Edith O directs Joshua R and you to pick up your toolkits and follow her. She leads the way to the residence quarters of Lonnie-KKD-3 and Virgil-KKD-4 at coordinates F6-117/KKD. She produces a key and opens the door. She sends Joshua R into the common room to check the master unit. You are sent to examine the remote unit in the sleeping room. Edith O checks on Joshua R and you, then turns her attention to searching the walls and floors with a strange device.

You can see Joshua R in the other room. He is out of Edith O's sight. Joshua R doesn't appear to notice you looking. Joshua R pulls something from a pocket of his coveralls and looks to be fiddling with it.

You can't see well at this distance, but your mutation, Advanced Vision, may make it possible for you to see what Joshua R is doing.

If you use your mutant power to observe Joshua, go to 18. Otherwise, go to 11.

37. The alarm cannot be shut off quickly or easily. A woman appears at the door to the next room with a laser in her hand.

If you raise your hands and surrender, go to 49.

If you try to Fast Talk your way out of the situation, go 31.

If you run from the room, go to 05.

If you attempt to attack the woman with a

weapon or hand-to-hand combat, go to 42.

38: I'm sorry. That information is not available to *RED* security clearance.

Record a C code on your character sheet and go to 20.

39. Joshua R leans in the door, fires and misses. You'll never get your weapon ready before Joshua can fire again at point-blank range. If you can just dodge him and make it out the door, you'll be in a corridor with crowds of people. To successfully dodge past Joshua R, you must pass what is called a "attribute check"; that is, you must roll 5% X the appropriate attribute (in this case, agility) or less to successfully execute the maneuver you want to perform. Roll 1D100.

If you roll 65 or less (5% X 13, your agility rating), go to 16.

If you roll 66 or more, go to 28.

40. Joshua R goes down twitching and writhing. Edith O turns and covers you warily

with her pistol, but when she sees your weapon has disintegrated, and that you are injured, she holsters her laser and gives you first aid. She treats you with respect as you wait for the Internal Security Squad to come pick up Joshua's twitching form. As you are borne away by the docbot, she salutes you for your courage and assures you that The Computer will reward your faithful service. Her final handshake is a little warmer and more prolonged than is stricly proper between Troubleshooters of the opposite sex. *Go to 9.*

41. You are a bad shot with a laser — only 37% chance of hitting a target. Roll D100 and select a victim.

If you roll 37 or less and fired at Edith O, go to 17.

If you roll 37 or less and fired at Joshua R, go to 29.

If you roll 38 or more, go to 10.

42. Edith O's weapon is drawn and aimed; you have to draw your weapon or charge across the room. Edith O's first shot hits you in the chest. You are losing consciousness and slumping to the floor when her second shot finishes you off. (Since you attempted to attack, she felt no obligation to bring you in alive.)

David R is dead. Edith will get a commendation point for dispatching a traitor.

Treason does not pay. Serve The Computer. The Computer is your friend.

43. Joshua R and Edith O are not in the headquarters conference room when you arrive, but the toolkits of each are sitting on the floor behind the door. You can hear the sound of a woman speaking sharply to a man in the next room, but you cannot make out what she is saying.

If you open and examine the contents of tneir toolkits while the room is empty, go to 25.

If you move closer to eavesdrop on the woman's voice, go to 24.

If you neither examine the toolkits nor move to eavesdrop, but sit quietly and wait for the other Troubleshooters, go to 36.

44. Testing of experimental devices is a service to The Computer. The Computer is your friend. Will you reconsider and accept assignment of this experimental device?

Do you accept assignment of an experimental device?

If yes, record an A code on your character sheet and go to 26.

If no, record a B code on your character sheet and go to 50.

45. Since records clearly indicate that you were with Edith O and Joshua R on this mission, it is only a matter of time before the Internal Security agents find you. Flight to avoid apprehension is deemed sufficient grounds for summary execution.

David R is ambushed and slain by a squad of Internal Security agents. The agents receive commendations for the prompt and efficient performance of their duties.

Treason does not pay. Serve The Computer. The Computer is your friend.

46. Internal Security agents, lead by reports from loyal citizens concerning a man with a hand injury behaving strangely in F6 Sector, quickly apprehend you. In the absence of contradictory testimony, The Computer finds your flight to avoid apprehension as sufficient evidence of treason. You are terminated.

David is dead. Several agents in Internal Security receive commendations for their swift and efficient apprehension of a fugitive.

Treason does not pay. Serve The Computer. The Computer is your friend.

47. Edith O has Red Reflec laser armor. Your shots don't affect her. She finishes you off casually.

David R is dead. Edith receives a commendation for dispatching two traitors.

48. You hear the sound of several laser discharges, then silence. Edith steps into the room where you are and sees you are unarmed. She keeps her weapon on you until the morgue bot and the Internal Security squad come for Joshua's body. *Go to 54.*

49. David R's lame excuse that he "tripped" over the toolbox apparently doesn't satisfy Edith O. *Go to 19.*

50. As you proceed to the rendezvous with your fellow Troubleshooters at F6 headquarters, a passerby gives the Pro Tech secret society hand signal and whispers, "Pro Tech mission. Check confession booth with cracked door for details." The confession booth with a cracked door is directly ahead.

If you stop and look inside for a message, record an F code and go to 06.

If you do not stop, proceeding directly to the rendezvous, record a G code and go to 43.

51. Failure to accept the mission is treason. David URK-1 is assigned to food vat service. Possession of RED security clearance equipment is treason. A Red Reflec suit and laser are no longer assigned to David URK-1.

Your adventure is over. You are now a low-status laborer in the foul-smelling food vats with a record of treasonous behavior. The Computer is your friend.

52. You have to close with Joshua to fight hand-to-hand. You run right into his laser blast. *Go to 33.*

53. Whether the interrogators believe the story or not, the evidence is incontrovertible. Your laser killed Edith O. The Computer judges you guilty of treason and orders your execution.

David R is dead. Treason does not pay. Serve The Computer. The Computer is your friend.

54. You have survived the mission.

Normally you would not know whether you had received any commendation or treason points. The gamemaster would keep those secret from you. However, in order to help you understand how the world of ***Paranoia*** works, this one time you will be told how many commendation, treason, or secret society points you have earned, and you'll also be told why you received them. Compare the codes you recorded as you proceeded through the adventure with the annotated list on the next page. They will explain what points you received (and why) during the course of your mission.

CHARTS AND TABLES SECTION

ADVENTURE CODE KEY

A means no treason points since you accepted the experimental device.

B means 1 treason point for declining the experimental device.

C means 1 treason point for inquiring about classified information.

D means the tampering with the device will be noticed when it is returned to R&D. For unauthorized examination of a device in search of information not cleared for RED security clearance you receive 1 treason point.

E means you have damaged experimental equipment in the process of unauthorized examination of a device in search of information not cleared for RED security clearance. A fine of 20 credits and 1 treason point will be assessed.

F and **G** both mean that no one has observed either the contact with the secret society member or the discovery of the message in the confession booth. **G** means you have failed to follow the directives of your secret society, which may result in the loss of status and privilege.

H means nothing at all — but you were worried for a minute there, weren't you?

I means you will receive a commendation point for quick action in protecting a trusted agent of The Computer. However, since it is later determined that you shouldn't have known what was going on in the other room without a mutant power, you receive 1 treason point for suspicion of having an unregistered mutation.

J indicates no effect on treason or commendation points, since you can't be blamed for something you didn't know about (Joshua's hidden weapon.)

K means that though Edith had some suspicions about you, she nonetheless felt you deserved a commendation for trying to help. You receive 1 commendation point.

L means that you will receive a secret society point for Edith's death, whether you killed her or not (or, if you didn't look for the secret society message in the confession booth, whether you even knew you were supposed to kill her.)

M means that your prompt action leading to the apprehension of a traitor results in your receiving 1 commendation point.

N means that Edith is not sure who you were going to shoot at. She reports your suspicious behavior and failure to assist her to The Computer. You earn 1 treason point.

3.5.1 NORMAL MUTANT POWER TABLE

D100 Roll	Mutant Power	Type of Power
01-04	Advanced Hearing	biological
05-08	Advanced Vision	biological
09-12	Advanced Touch	biological
13-16	Advanced Taste	biological
17-20	Advanced Smell	biological
21-24	Superior Strength	biological
25-28	Superior Agility	biological
29-32	Superior Endurance	biological
33-36	Superior Manual Dexterity	biological
37-40	Superior Power Index**	biological
41-44	Regeneration	biological
45-48	Chameleon	biological
49-52	Charm	biological
53-56	Magnetosense	biological
57-60	Superior Mechanical Aptitude	mental
61-64	Superior Moxie	mental
65-68	Superior Chutzpah	mental
69-72	Combat Mind	mental
73-76	Empathy	mental
77-80	Mechanical Intuition	mental
81-84	Telepathic Sense	psionic
85-88	Mental Block	psionic
89-92	Precognition	psionic
93-96	Minor Telekinesis	psionic
97-00	Extraordinary Power (Roll on Table 3.52)	—

**This mutation is useless without another mutant power. If you roll this mutation and are not entitled to more than one mutation, you may roll again to select another mutation.

3.4.1 SERVICE GROUP TABLE

1D10 roll	Service Group
1	Internal Security
2	Technical Services
3-4	Housing Preservation & Development, and Mind Control
5	Armed Forces
6-7	Production, Logistics, and Commissary
8	Power Services
9	Research and Design
10	Central Processing Unit

3.3.1 SECONDARY ATTRIBUTES TABLE

primary attribute	strength	strength	endurance	agility	manual dexterity	moxie	chutzpah	mechanical aptitude
secondary attribute	carrying capacity	damage bonus	macho bonus	melee bonus	aimed weapon bonus	comprehension bonus	believability bonus	repair bonus
attribute value								
2	25	—	—	−25%	−25%	−30%	−35%	−30%
3	25	—	—	−20%	−20%	−25%	−30%	−25%
4	25	—	—	−15%	−15%	−20%	−25%	−20%
5	25	—	—	−10%	−10%	−15%	−20%	−15%
6	25	—	—	−5%	−5%	−10%	−15%	−10%
7	25	—	—	−4%	−4%	−5%	−10%	−5%
8	25	—	—	−3%	−3%	−3%	−5%	−3%
9	25	—	—	−2%	−2%	−2%	−3%	−2%
10	25	—	—	−1%	−1%	−1%	−1%	−1%
11	25	—	—	+1%	+1%	+1%	+1%	+1%
12	25	—	—	+3%	+3%	+2%	+3%	+2%
13	30	—	—	+5%	+5%	+4%	+5%	+4%
14	35	+1	−1	+7%	+7%	+5%	+7%	+5%
15	40	+1	−1	+10%	+10%	+7%	+10%	+7%
16	45	+1	−1	+12%	+12%	+10%	+12%	+10%
17	50	+1	−1	+15%	+15%	+12%	+15%	+12%
18	55	+1	−1	+17%	+17%	+15%	+17%	+15%
19	60	+2	−2	+20%	+20%	+17%	+20%	+17%
20	65	+2	−2	+22%	+22%	+20%	+22%	+20%
21	70	+2	−2	+25%	+25%	+22%	+25%	+22%
22	75	+2	−2	+27%	+27%	+25%	+27%	+25%
23	80	+2	−2	+30%	+30%	+27%	+30%	+27%
24	85	+3	−3	+32%	+32%	+30%	+32%	+30%
25	90	+3	−3	+35%	+35%	+32%	+35%	+32%
26	95	+3	−3	+37%	+37%	+35%	+37%	+35%
27	100	+3	−3	+40%	+40%	+37%	+40%	+37%
28	105	+3	−3	+42%	+42%	+40%	+42%	+40%
+1	+5	—	—	+2%	+2%	+2%	+2%	+2%

Note: Attributes may be increased above normal limits by mutant powers. If an attribute above 28 is obtained, extend the table as indicated by the last line — i.e., carrying capacity increases by 5 for each point above 28, melee bonus by 2%, etc. Damage bonus never rises above +3 nor macho bonus above −3.

CHARACTER GENERATION SUMMARY

1. Take character sheet.
2. Write down a name.
3. Roll for primary attributes (3.2).
4. Look up secondary attributes (3.3).
5. Roll service group (3.4).
6. Roll mutant power (3.5).
7. Roll secret society (3.6).
8. Choose skills (3.7).
9. Choose equipment (3.8).
10. Make a copy for the gamemaster.

ROY G. BIV.

INFRARED

RED
ORANGE
YELLOW
GREEN
BLUE
INDIGO
VIOLET

ULTRAVIOLET

A formula which may help you remember percentages is:

Base Percentage =
15% + (5 x highest skill number)

where "skill number" is the number written next to the skill name on the character sheet (in the example above, the number "5" for pistol, the number "3" for laser, etc.).

Below is a list of some of the typical items or services that might be purchasable in Alpha Red/One. Many other items or services may be available at the gamemaster's option. Many items or services are strictly valuable as symbols of power and influence. Their conspicuous ownership may help you impress other citizens and Trouble shooters, giving you a better chance to persuade or browbeat them into serving your will.

EQUIPMENT

Flashlight: 10 credits
Hottorch (combination fire-starter and cutting torch): 100 credits
Gasmask: 50 credits
SuperGum/Solvent: 25 credits
InfraSpecs (IR goggles): 100 credits
Smoke Alarm: 25 credits

Plasticord (synthetic rope): 1 credit/foot
Bullhorn: 50 credits
Picture of video heroine Tella-O-MLY-1 (known as Teela O'Malley) with a mirror on the reverse side: 5 credits (This is a popular lucky charm among the Troubleshooters.)

3.6.1 SECRET SOCIETY TABLE

1D100 roll	Secret Society
01-05	First Church of Christ Computer-Programmer
06-10	Spy for Another Alpha Complex
11-15	Psion*
16-20	Humanists
21-25	Mystics
26-30	PURGE
31-35	Anti-Mutant
36-40	Frankenstein Destroyers
41-45	Corpore Metal
46-50	Spy for a Service Group
51-55	Romantics
56-60	Pro-Tech
61-65	Programs Group
66-70	Communists
71-75	Computer Phreaks
76-80	Illuminati
81-85	Free Enterprise
86-90	Death Leopard
91-95	Sierra Club
96-00	Other (See your Gamemaster for details)

*Roll again if you do *not* have a Psionic Mutation.

3.5.2 Extraordinary Mutant Power Table

D100 Roll	Mutant Power	Type of Power
01-05	Lung/Gill Adaptation	biological
06-10	Matter Eater	biological
11-15	Polymorphism	biological
16-20	Adrenalin Control	biological
21-25	Electroshock	biological
26-30	Suspended Animation	mental
31-35	Number Cruncher	mental
36-40	Eidetic Memory	mental
41-45	Suggestion	mental
46-50	Machine Sense*	mental
51-55	Paralyzer	psionic
56-60	Trance Teleport	psionic
61-65	Levitation	psionic
66-70	Telepathic Projection	psionic
71-75	Deep Probe	psionic
76-80	Mental Blast	psionic
81-85	Pyrokinesis	psionic
86-90	Empathic Healing	psionic
91-95	Machine Empathy*	psionic
96-00	Luck	psionic

*Revelation of this power to the Computer will resuit in immediate and lasting execution.

3.7.1 PARANOIA SKILL TREES

In ***Paranoia*** Troubleshooter skills are organized into tree structures. There are five broad categories of skills:

Basic Operations
Personal Developments
Hostile Environments
Vehicle Services
Technical Services

3.7.1 BASICS (1)

Melee Combat (2)
- sword (3)
- knife (3)
- truncheon (3)
- force sword (3)
- neurowhip (3)
- unarmed (3)
- brass knuckles (3)

Weapon Maintenance (2)
- laser (3)
- projectile (3)
- energy (3)
- sonic (3)
- field (3)
- melee (3)

Special Services (2)
- chemical weapons (3)
- demolition (3)
- medical (3)
- surveillance (3)
- security (3)
- grenades (3)

Aimed Weapon Combat (2)

Laser (3)
- pistol (4)
- rifle (4)

Projectile (3)
- pistol (4)
- autorifle (4)
- conerifle (4)
- icegun (4)
- needlegun (4)
- thrown knife (4)

Energy (3)
- pistol (4)
- rifle (4)

Sonic (3)
- pistol (4)
- rifle (4)

Field Weapons (3)
- flamethrower (4)
- gauss gun (4)
- tangler (4)
- stun gun (4)
- plasma rifle (4)
- hand flamer (4)

3.7.2 PERSONAL DEVELOPMENT (1)

Communications (2)
- intimidation (3)
- bootlicking (3)
- con (3)
- fast talk (3)
- oratory (3)
- spurious logic (3)

Leadership (2)
- interrogation (3)
- forgery (3)
- bribery (3)
- motivation (3)
- psychescan (3)

Self-Improvement (2)
- endurance (3)
- strength (3)
- agility (3)
- manual dexterity (3)
- moxie (3)
- chutzpah (3)
- mechanical aptitude (3)

3.7.3 HOSTILE ENVIRONMENTS (1)

Survival (2)
- identifying wild foods (3)
- eating wild foods (3)
- hunting, fishing, and gathering (3)
- trapping (3)

Primitive Warfare (2)
- stealth (3)
- ambush (3)
- primitive melee weapons (3)
- primitive aimed weapons (3)

Wild Lore (2)
- plant (3)
- animal (3)
- terrain (3)
- weather (3)

Travel (2)
- tracking (3)
- orienteering (3)
- navigation (3)
- camping (3)
- mountain climbing (3)

3.7.4 VEHICLE SERVICES (1)

Vehicle Combat Weapons (2)

Aimed Weapons (3)
- laser cannon (4)
- tube cannon (4)
- sonic blaster (4)
- wave-motion gun (4)
- shock cannon (4)
- fire-thrower (4)
- anti-missile laser (4)

Launched Weapons (3)
- drop tubes (4)
- missile racks (4)
- gas thrower (4)

Field Weapons (3)
- smoke generator (4)
- chaff-caster (4)
- gausser (4)
- heat-masker (4)
- radar-jammer (4)
- ECM (4)
- sonic shield (4)
- sonic detector (4)

Operation and Repair (2)
- crawler (3)
- autocar (3)
- hover (3)
- copter (3)
- vulture (3)

Vehicle Maintenance (2)
- crawler (3)
- autocar (3)
- flybot (3)
- hover (3)
- copter (3)
- vulture (3)
- vehicle aimed weapons (3)
- vehicle launched weapons (3)
- vehicle field weapons (3)

3.7.5 TECHNICAL SERVICES

Robotics (2)

Operation (3)	Maintenance (3)
docbot (4)	docbot (4)
jackobot (4)	jackobot (4)
transbot (4)	transbot (4)
scrubot (4)	scrubot (4)
trailbot (4)	trailbot (4)
snooper (4)	snooper (4)
guardbot (4)	guardbot (4)
flybot (4)	

Computers (2)

Operation (3)
- information search (4)
- analysis (4)

Maintenance (3)

Engineering (2)
- organic commodities (3)
- industrial (3)
- electronic (3)
- mechanical (3)
- civil (3)
- chemical (3)
- plastiforming (3)
- communications (3)

SKILL BONUS KEY

Skills with similar colors and patterns are modified by the same secondary attribute skill bonuses.

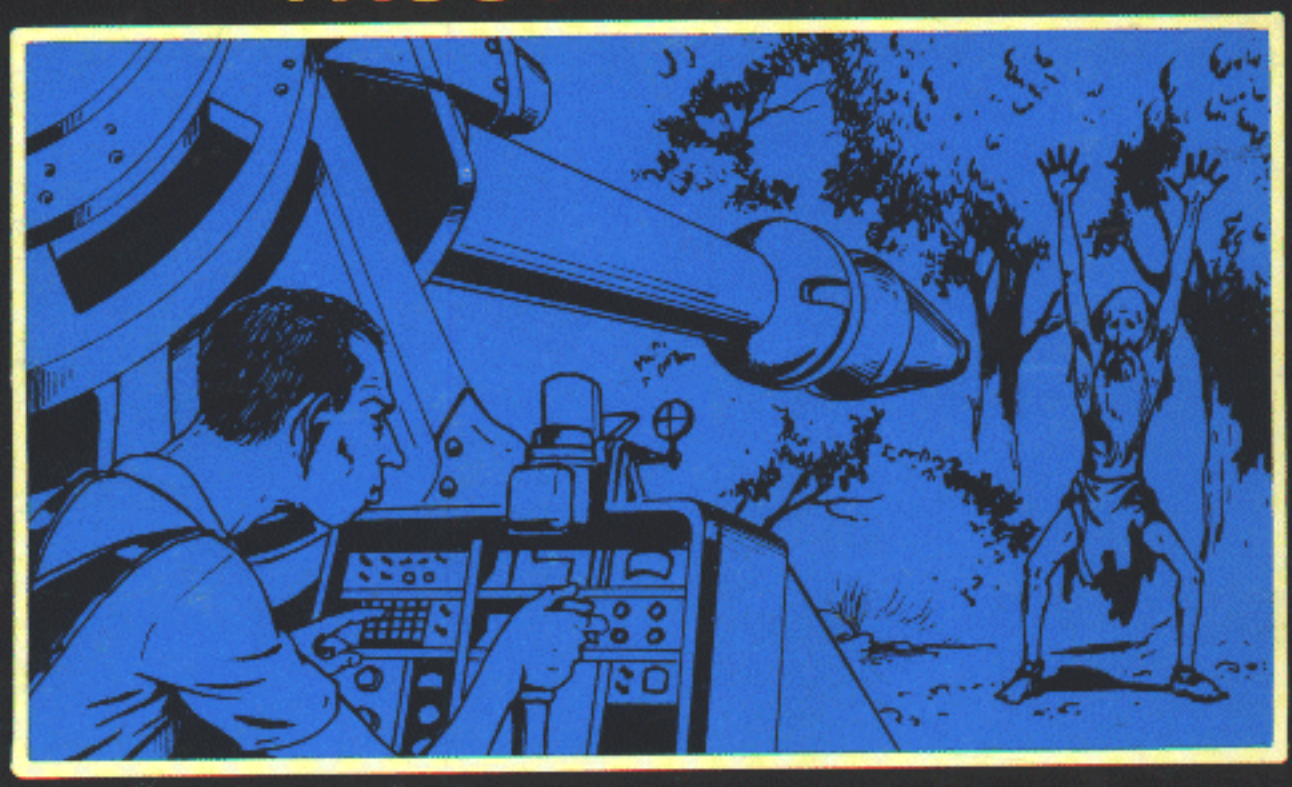
- AIMED WEAPON BONUS
- MELEE WEAPON BONUS
- REPAIR BONUS
- COMPREHENSION BONUS
- BELIEVABILITY BONUS
- (NONE APPLIES)

3.7.6 SERVICE GROUP SKILL SPECIALIZATION

group	*skill categories*
Internal Security	Basic Operations
Technical Services	Technical Services
Housing Preservation & Development and Mind Control	Personal Development
Armed Forces	Basic Operations or Vehicle Service or Hostile Environments
Production, Logistics, and Commissary	Vehicle or Technical Services
Power Services	Vehicle or Technical Services
Research and Design	Technical Services
Central Processing Unit	Any category

STAY ALERT!

TRUST NO ONE!



KEEP YOUR LASER HANDY!