GAMEMASTER HANDBOOK
PARANOIA
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!

SERVE THE COMPUTER! THE COMPUTER IS YOUR FRIEND!
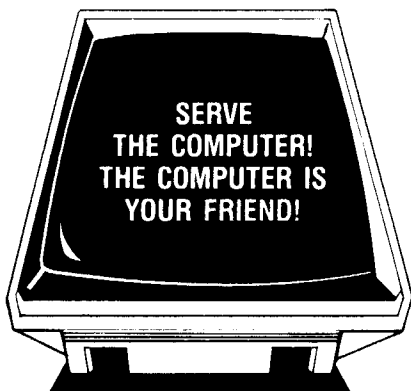
10.1 THE HISTORY

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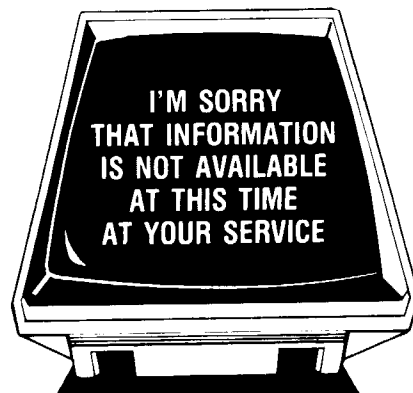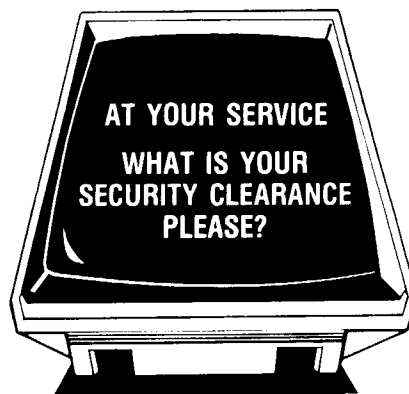
Ignorance. Fear. Fear and Ignorance. Dedicate yourself to these principles.

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.

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 co-workers. Work some more in the food vats. Return to the barracks. Have a leisurely dinner. Gather with friends in the communal view
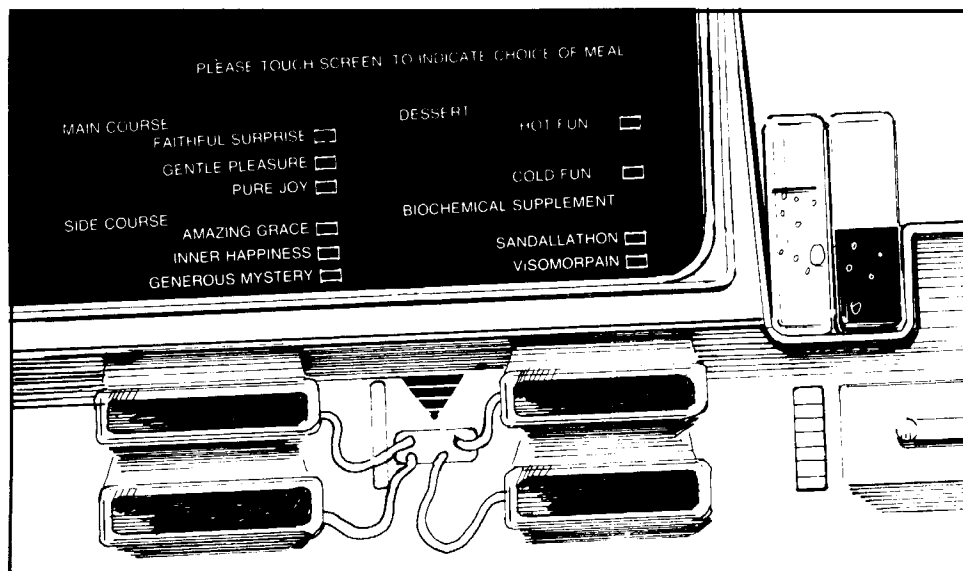
10.3.4 Clothing and Personal Gear

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

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 bureaucracy, 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

Serving The Computer in the Food Vats.

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.

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)

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

Ever-vigilant servants of The Computer.

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

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.

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*.

ALERT
CANDI-O-INI-2
IS A TRAITOR!
TERMINATE
ON SIGHT
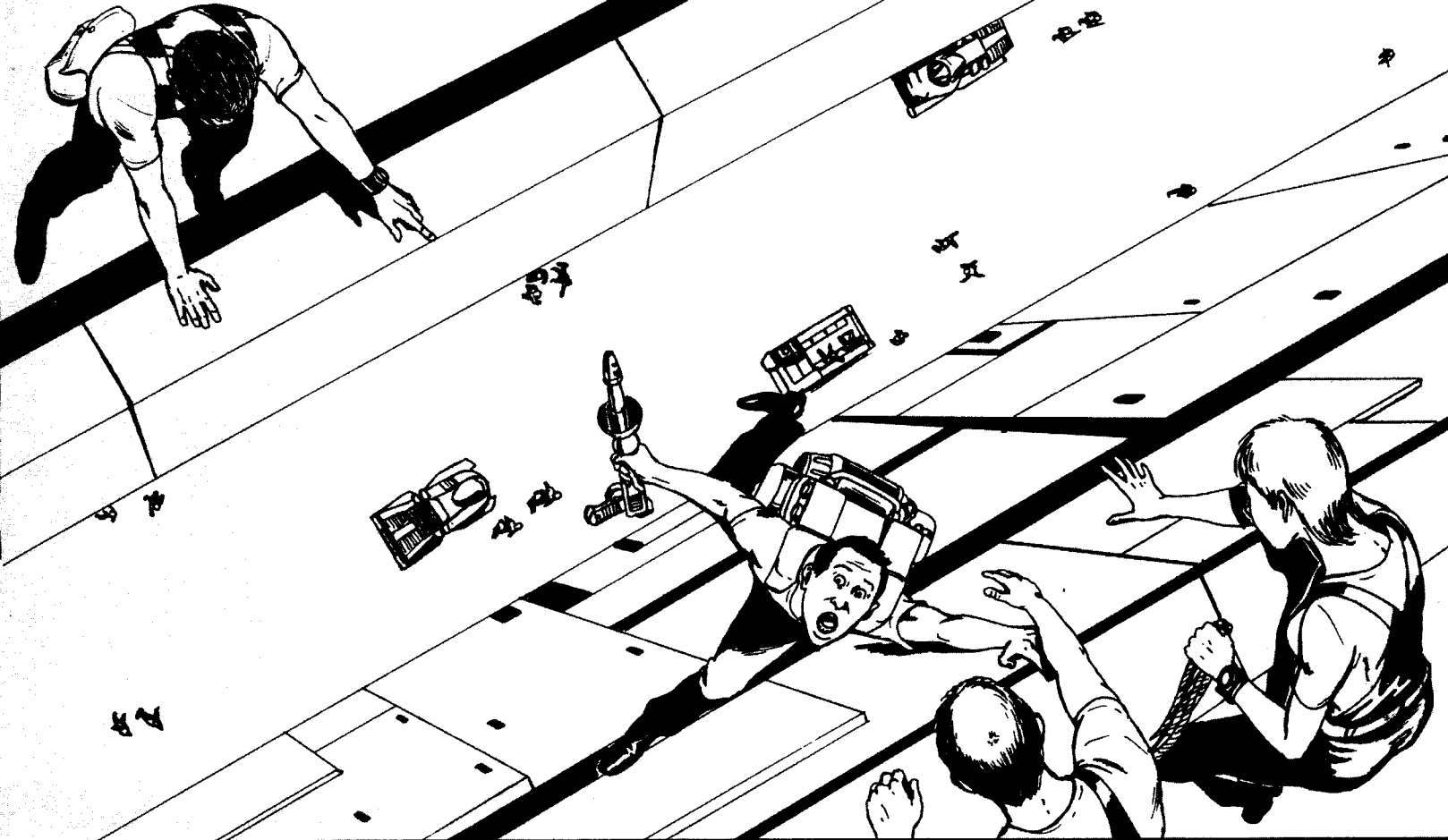
A loyal Troubleshooter tests his strength attribute.

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.")

YOUR SERVICE TO THE COMPUTER SHALL BE REWARDED

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 function normally for anyone except 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 cir-

cumstances — 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.
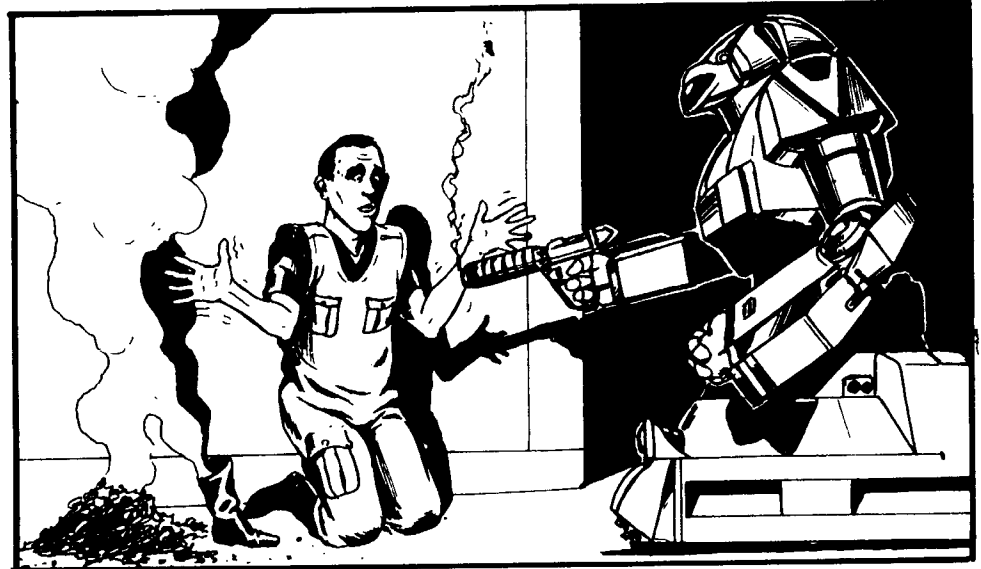
Pleading for mercy with warbots requires spurious logic skill.

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:

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.

> 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.

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

Careful study of a primitive weapon.

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.).

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 successful 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
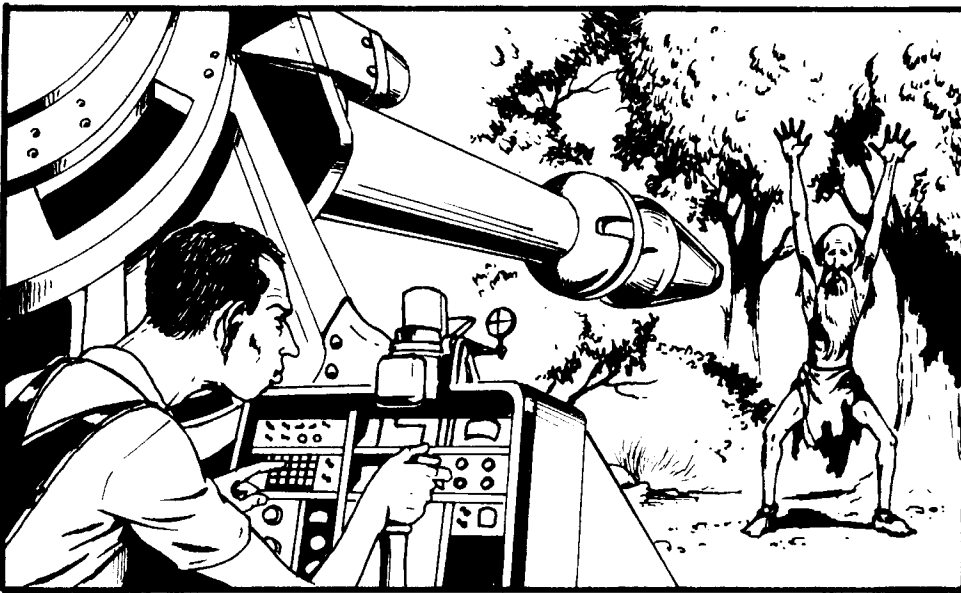
Unsportsmanlike conduct.

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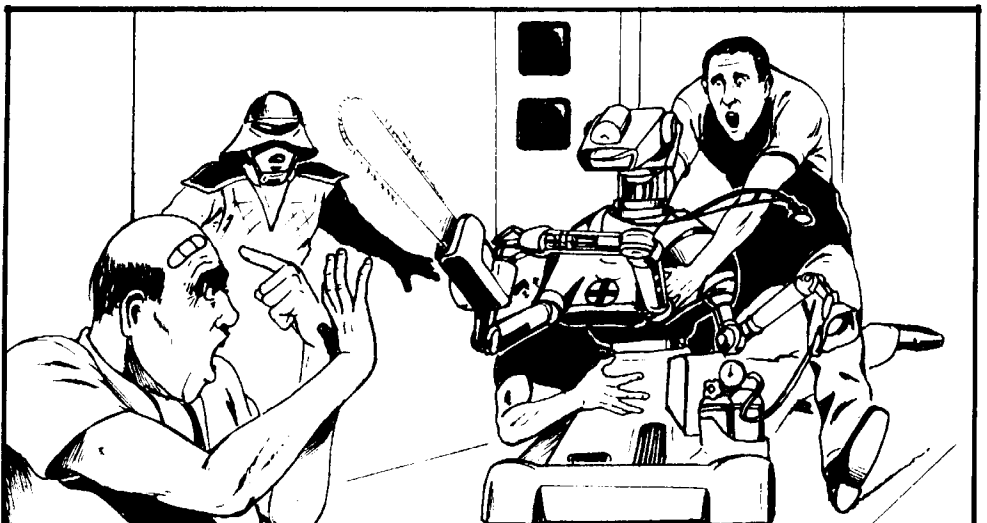
check fails, he will never succeed, no matter how often he tries.

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 over-
 whelming 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).

ALL RED LEVEL TROUBLESHOOTERS PLEASE REPORT FOR TERMINATION. THANK YOU FOR YOUR CO-OPERATION.

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 pur-

pose 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 sub-system 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 accidentally 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 unsuccessful, 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.

TREASON
DOES NOT PAY.
SERVE THE
COMPUTER.
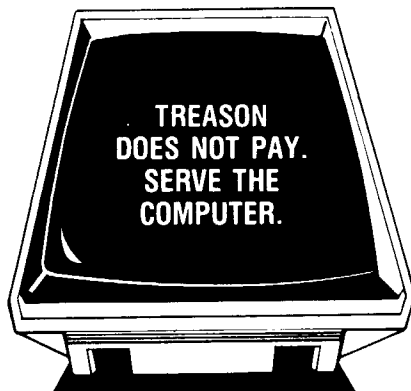
12.6.6 Old Reckoning Cultures

```
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 view-screen.) 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.

> ALERT
> JAN-G-CCL-3
> IS A TRAITOR!
> TERMINATE
> ON SIGHT

Internal Security preparing to arbitrate a private dispute.
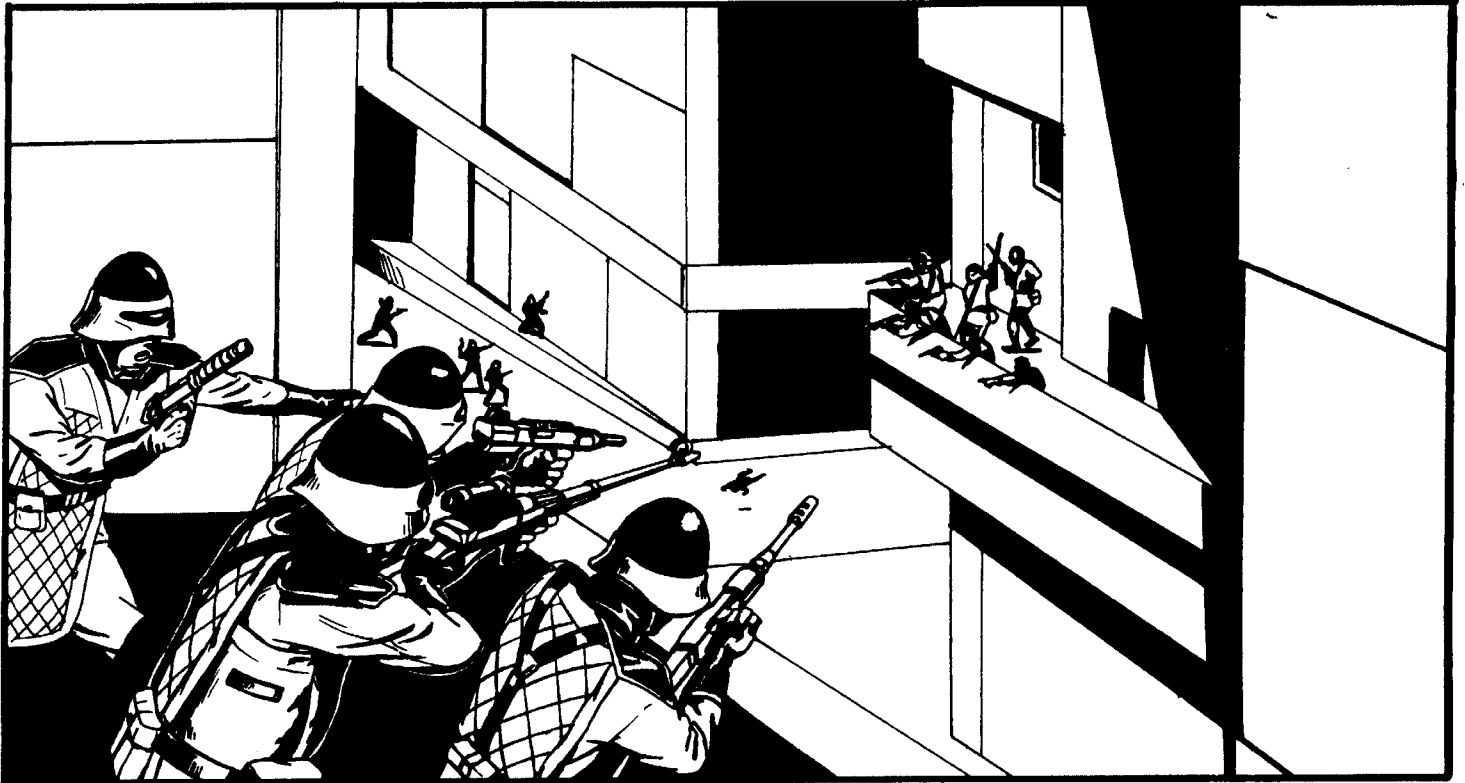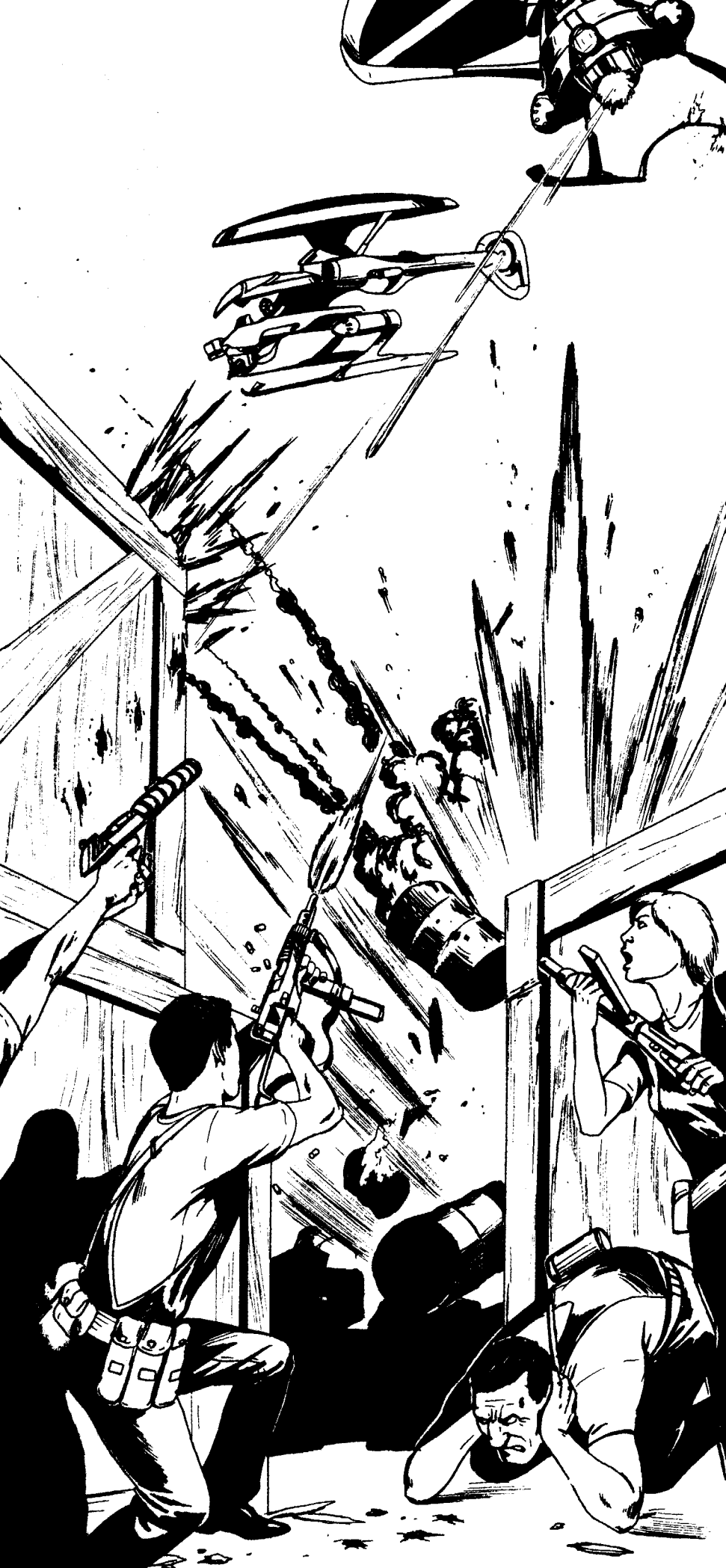
13. COMBAT

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 1/3 of the weapon's total range, "medium range" is up to 2/3 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 en-cumbered, 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**.
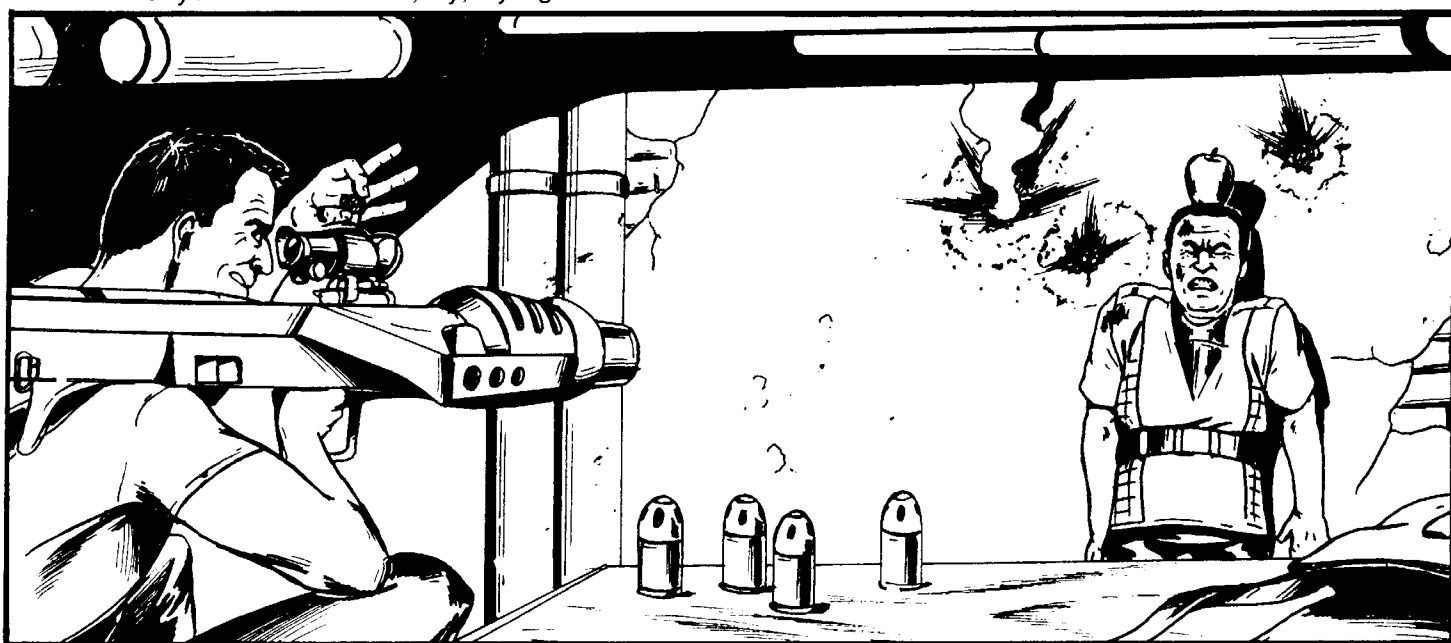
If the target is prone (i.e., lying down), the firer's base percentage is reduced or increased as indicated.

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.
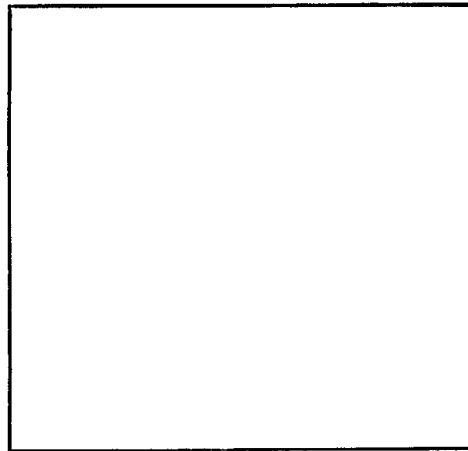
Three totally vaporized Troubleshooters.

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.
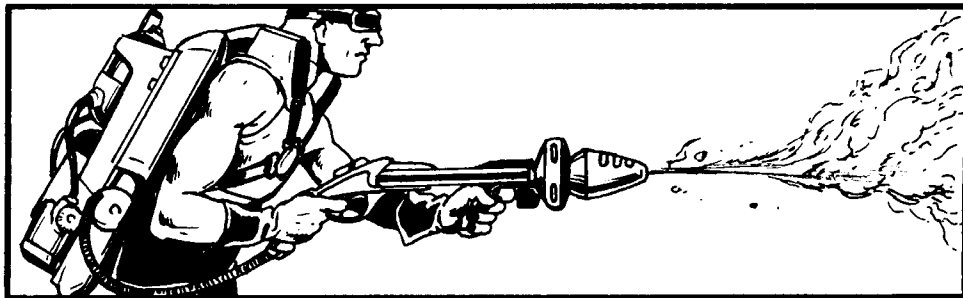
- **Ice Gun:**

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.
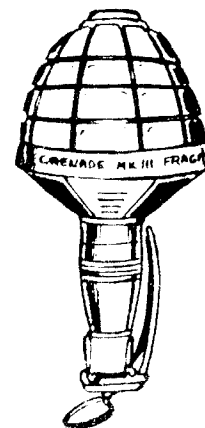
- **Force Sword:**

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.
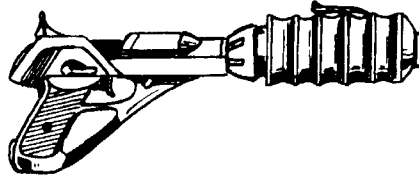
• Plasma Generator:

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*.

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.)

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.

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!

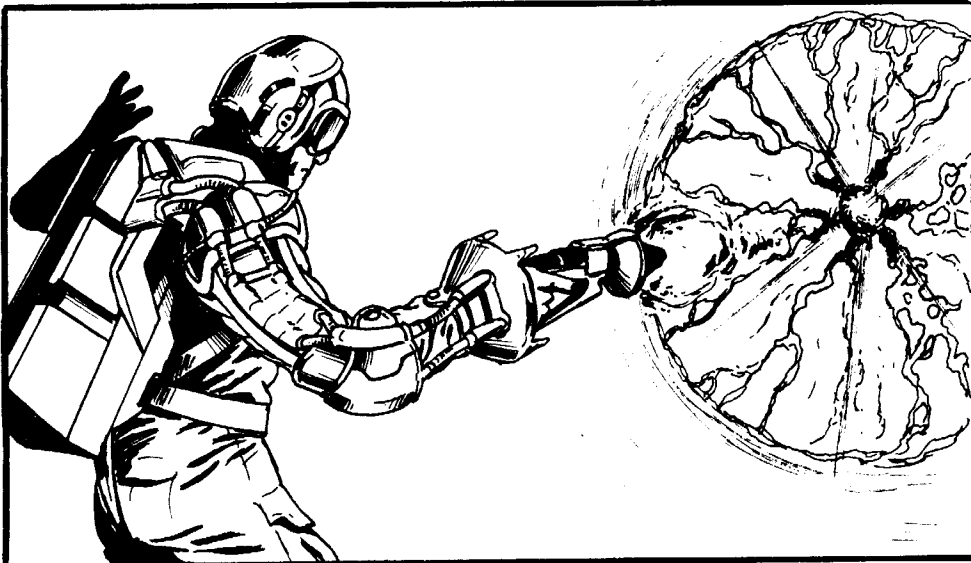The effect of gas depends on the specific type of gas used:

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.
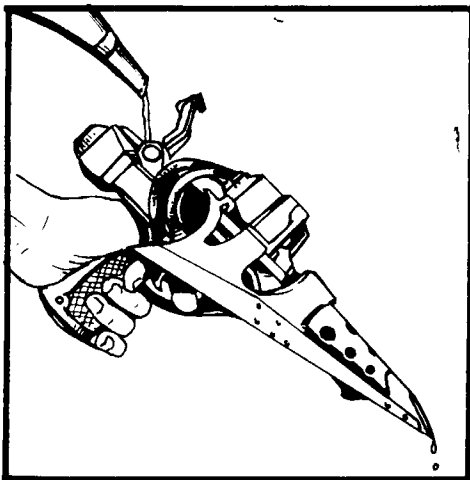
Loading the ice gun: just add water.

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

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

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

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

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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

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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.
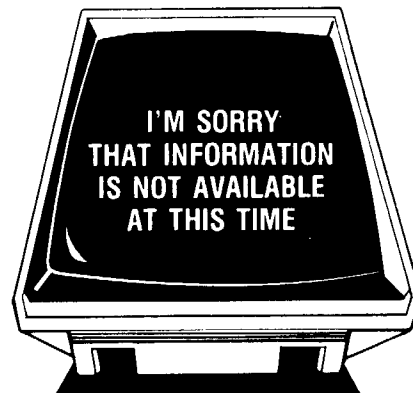
I'M SORRY THAT INFORMATION IS NOT AVAILABLE AT THIS TIME

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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 Resistance 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 tem-porary. "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 is 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.
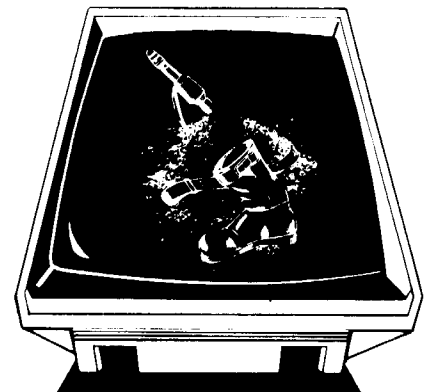
15.1.15 Chameleon (biological)

The character has the ability to control his
...ng him to alter his skin
...dy. With this mutation
...st invisible to a casual
... poor light, in cluttered
...doors. Aimed weapon
...g this mutation has a
...ne character blends in
...nd. This also gives a
..., fishing and gathering
...e drawback is that one
...vely employ this power.

... Sense (psionic)

...ter to read the surface
...an. The character must
...kill, and the subject has
...his skill is notoriously
...s used, the gamemaster
...attribute roll against the
... If the roll is successful,
... fairly clear insight into
...ons of the subject. If the
...still receives mental im-
...ut they may be terribly
...le, or they may be the
...man in the vicinity. This
...y very powerful, and
...osphere of fear and ig-
...maintain, so make the
...relying too much on this
...ute that the character
...s of another, it costs 1
...osts 1 power point to
...t to another. A character
...ughts of more than one
...cannot change subjects
...her's mind and make
...e of perceptions) in less

...ck (psionic)

...mits a character to
...one is trying to read or
...s. This also permits the
...old a mental block which
...s mind. Recognition that
...ampering with the mind
...no power points. Holding
... power point per minute.
...he need not reveal that
...ling influence. However,
... information about who
...n access to the mind.

...ind (mental)

...s mutation always sur-
...combat, impulsively at-
...onent realizes he is be-
...be a great advantage in
...lso be a liability. The
...attribute check against
...the character confronts
...the check is successful,
...e surprise benefit if he
...ot have to attack. If the
...ul, the combat mind
...ctively, gaining surprise,
...o restrain himself from

...u feel that automatic sur-
...an advantage, use the
...Combat is normally
...bat mind characters at-
...f those attacks are re-
...haracters 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 emo-
tions 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 em-
path 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 unsuc-
cessful, 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 be-
ing 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 multi-
ple 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 un-
conscious 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 situa-
tions of grave potential danger. The
gamemaster makes an attribute check against
the character's power index. If the check is suc-
cessful, 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 ig-
norant of his peril.

15.1.22 Magnetosense (biological)

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

skin pigments, permittin...
color over his entire bo...
one can become almos...
observer, particularly in...
interiors, and in the Out...
fire at a character usin...
−10% modifier, since th...
well with the backgrou...
+20% bonus to hunting...
skill and stealth skill. On...
has to be naked to effecti...

15.1.16 Telepathic

This permits a charac...
thoughts of another hum...
concentrate to use this s...
to be in line of sight. T...
unreliable; each time it i...
should make a difficult a...
character's power index...
the character will get a...
the thoughts and emotio...
roll fails, the character s...
ages and impressions, b...
garbled and unintelligib...
thoughts of another hur...
mutation is potentiall...
destructive of the atm...
norance you want to r...
players nervous about r...
power. For each minu...
listens into the thought...
power point. It also c...
change from one subjec...
cannot listen to the thou...
person at a time, and he...
(that is, step into anot...
sense out of the jumble...
than a minute.

15.1.17 Mental Blo...

This mutation per...
recognize when some...
tamper with his thought...
character to raise and h...
will prevent access to hi...
someone is reading or t...
is automatic and costs n...
the mental block costs 1...
If the character wishes,...
he is aware of the intrud...
the mutation gives no...
or what is trying to ga...

15.1.18 Combat M...

A character with thi...
prises his opponent in...
tacking before his opp...
ing attacked. This can b...
combat, but it can a...
gamemaster makes an...
power index each time...
a potential opponent. If...
the character gets the...
wants it, but he does n...
check is unsuccessf...
character attacks instin...
but losing the ability t...
attacking.

Alternative rule: If you...
prise is too powerful...
following option. O...
simultaneous, but com...
tack and the effects o...
solved before other ch...

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 max-

imum 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.
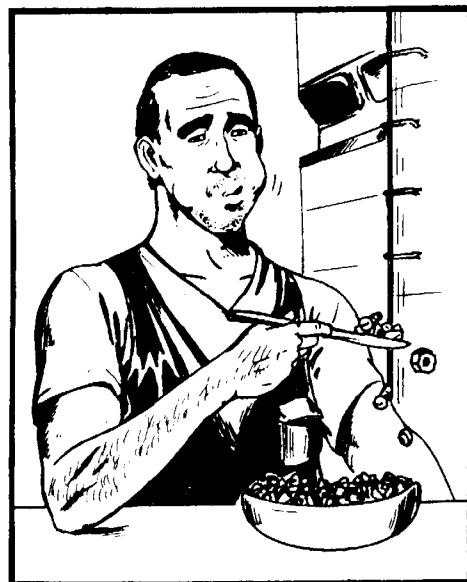
A hurried worker bolting his food.

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.

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.

An amateur application of electroshock therapy.

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.

ROGER-R-XMI-1
PLEASE REPORT
IMMEDIATELY TO
THE NEAREST
TERMINATION CENTER
THANK YOU
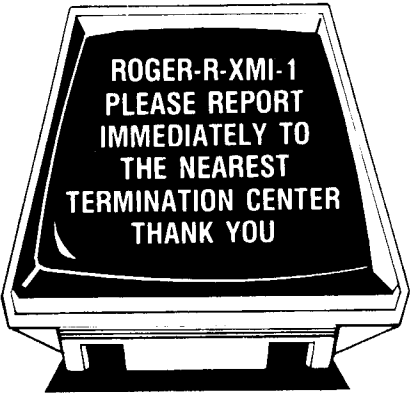
Members of Sierra Club meet in secret to commune with nature.

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 hierarchically 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
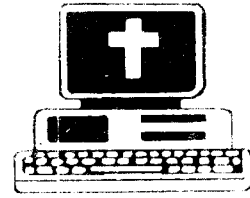
Objectives: Serve The Computer. Modify The Computer's programming to establish a more perfect society for humans — one in which everything is shared communally, where there is a strict hierarchical social structure based on merit (serving The Computer well and faithfully), and in which everyone lives 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
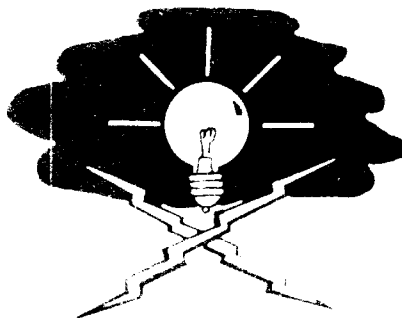
Objectives: Humans with psionic powers are obviously the evolutionary superiors of normal humans, and are the natural aristocracy of the human race. Their transcendent abilities make them particulary suited to govern humanity. The ancient traditional programming of The Computer must be brought into harmony 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
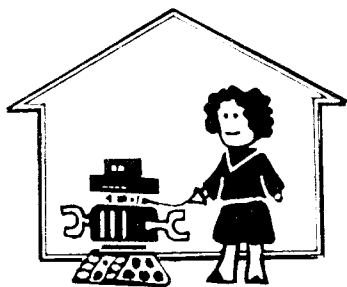
Objectives: Free man from the domination of machines. Return machines to their rightful status as tools in man's control. If this can be accomplished peacefully, so be it. If there must be war between man and machines, then let man fight — and win!

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 sub-programs 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.
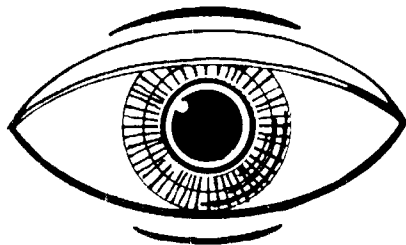
Though mystics are theoretically uninterested in the practical world, they have amassed a surprising amount of restricted information about the Alpha Complex from highly-placed citizens who have dropped out and shared their knowledge with their fellow mystics. If a mystic doesn't seem too eager to get 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 enlightenment (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 culture 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
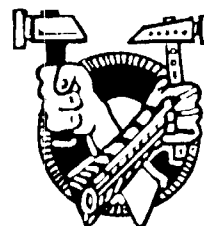
Objectives: Destroy The Computer. Since direct attack is impossible, sabotage and dirty tricks are satisfactory temporary measures. Reveal The Computer's obvious weaknesses and failures and encourage others to exploit them. The ultimate goal is to set all intelligent beings (including robots) free of 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
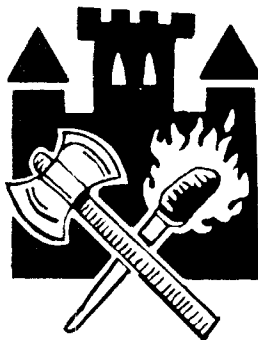
Objectives: Intelligent robots and computers are soulless monsters that must be destroyed or reduced tó their proper functions as tools of Man.

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.
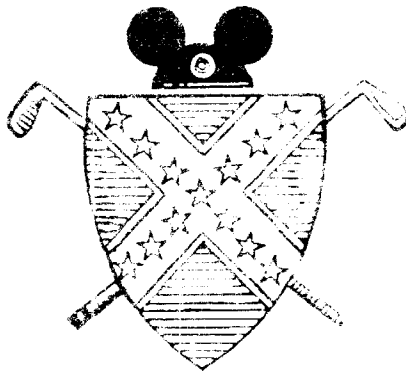
Doctrines: The Commies do not exist. The Old Reckoning world was destroyed by a natural disaster, not by a Communist sneak attack. Man was meant to live in split-level homes and watch "football" on "TV". To return to humanity's original happy state, man must leave the underground warrens and "commute" 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
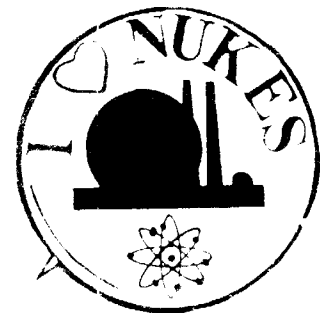
Special Rules: Technical information and special equipment are often readily available, though it may take time, since there are no formal communication channels, and getting what you need is often a matter of "friends asking friends".

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
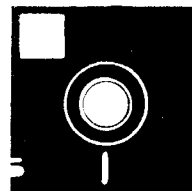
General Description: This secret society is a very loose fraternity of like-souled individualists. They seldom meet one another in the flesh, but they have elaborate communication networks using The Computer's own systems. Through these networks the phreaks regularly transmit information and gossip on 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.
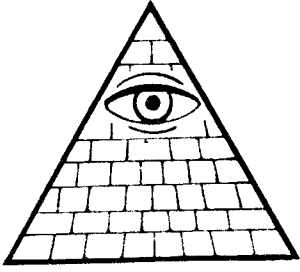
Doctrines: Most people are cattle. In every generation, a few leaders are born. You are such a leader. The leader is mystically attuned to ancient wisdoms; he is the embodiment of good and of mankind's hope for the future. We say, "He is illuminated." It is the leader's duty and right to control destiny, 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 (wifling 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 game. Remember: fear and ignorance.

STAY ALERT.
TRUST NO ONE.
KEEP YOUR
LASER HANDY.

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.

YOUR FAITHFUL SERVICE WILL BE REWARDED

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.)

BETTA-R-DMM-3
PLEASE REPORT
IMMEDIATELY TO
THE NEAREST
TERMINATION CENTER
THANK YOU
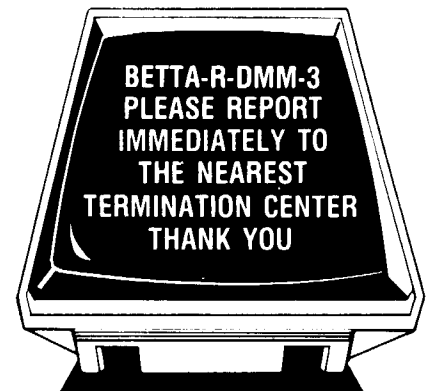
8.1 NO MORE MR. NICE GUY

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 think-

ing 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!

BEWARE
OF TREASON
THE ENEMY
IS EVERYWHERE
YOUR MISSION....

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 monopolizes 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.

ALL INTERNAL SECURITY AGENTS PLEASE TURN IN YOUR PERSONAL EFFECTS AND REPORT TO THE FOOD VATS
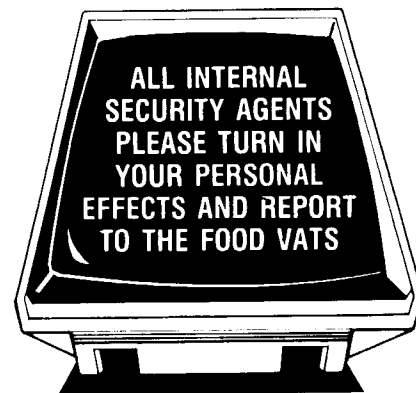
13.3.6 COMBAT MODIFIERS TABLE

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							sonic pistol	hand laser
S weapons								sonic rifle
E weapons								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							stun gun	
Ms weapons							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

9	10	11	12	13	14	15	16	17	18	19	20
laser rifle				laser cannon							
					sonic blaster						
blaster											
HE											
AP		HEAT									
ECM											
dumdum	HE			HEAT							
	AP										
	ECM										
	HE	HEAT				dumdum		AP			tacnuke
	ECM			slug							
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

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)	Projectile (3)	Energy (3)	Sonic (3)	Field Weapons (3)
pistol (4)	pistol (4)	pistol (4)	pistol (4)	flamethrower (4)
rifle (4)	autorifle (4)	rifle (4)	rifle (4)	gauss gun (4)
	conerifle (4)			tangler (4)
	icegun (4)			stun gun (4)
	needlegun (4)			plasma rifle (4)
	thrown knife (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

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.

17.1.1 COMMENDATION CHART

security clearance	total commen-dation points
INFRARED	0
RED	1
ORANGE	2
YELLOW	4
GREEN	8
BLUE	16
INDIGO	32
VIOLET	64
ULTRAVIOLET	128

CBI SECTOR
CENTRAL DOME
(Top View)
1'' = 100m

Pass. Term.

Offices and Services

Offices and Services

Inner Walkway

Inner Walkway

Administrative Dome

Plaza

Plaza

Parking

Ramps to Cargo Terminal

To Residential

To Research