PLAYER HANDBOOK
PARANOIA

WEST END GAMES

PARANOIA

PLAYER HANDBOOK

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WARNING:
Knowledge or possession of the contents by any citizen of Security Clearance INFRARED constitutes treason, and is punishable by summary execution.

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:YOU ARE ASSIGNED TO YOUR FIRST MISSION WITH YOUR BROTHER TROUBLESHOOTERS. BEWARE! TRAITORS ARE EVERYWHERE! YOU MUST IMMEDIATELY REPORT ANY TREASONOUS BEHAVIOR OR ANY SUSPICION OF TREASONOUS BEHAVIOR TO THE COMPUTER. FAILURE TO DO SO IS TREASON.

:SOME OF YOUR BROTHER TROUBLESHOOTERS MAY SERVE THE COMPUTER AS GUARDIANS OF INTERNAL SECURITY. THEY ARE PRESENT FOR YOUR PROTECTION. THEY WILL REPORT ANY TREASONOUS BEHAVIOR OR HINT OF TREASONOUS BEHAVIOR TO THE COMPUTER. REJOICE IN THE ASSURANCE THAT ANY TREASON AMONG YOUR COMPANIONS WILL BE DISCOVERED AND PUNISHED.

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AT YOUR SERVICE	WHAT IS YOUR SECURITY CLEARANCE PLEASE?	I'M SORRY THAT INFORMATION IS NOT AVAILABLE AT THIS TIME

1. WELCOME TO *PARANOIA*

Paranoia is an adventure role-playing game set in an imaginary future. A well-meaning but deranged computer desperately protects the citizens of an underground warren from the real or imagined threats of innumerable traitors and enemies. You will play the part of one of The Computer's elite agents. Your job is to search out, reveal, and destroy the enemies of The Computer. You must protect your Alpha Complex from those who would harm her.

The problem is — who can you trust? Even your fellow agents are probably traitors. No one is free from suspicion. Not even you!

And in fact — you have some secrets to hide. Dangerous secrets which might earn you a charge of treason. There is the constant threat of betrayal.

> Stay alert!
> Trust no one!
> Keep your laser handy!

1.1 WHAT IS ROLE-PLAYING?

Paranoia is a role-playing game. This sort of game is played with paper, pencil, and the imagination. There is neither board nor playing pieces (though sometimes maps and diagrams will be used, and metal figures or improvised tokens may indicate participants in critical actions).

One person, the Gamemaster, runs the game. The action takes place in the imaginary world which is the setting of the game. Using the materials provided in this game and in other game supplements, the gamemaster prepares an adventure for his players. (This is something like preparing the setting and outline of a story, leaving the details of the plot to be determined by the actions of the players who become the characters in the story.)

When the gamemaster is prepared, the gamemaster and players get together for a game session. During a game session the gamemaster describes the setting and circumstances to the players. Then the players describe the actions that their imaginary characters wish to take, and the gamemaster determines whether their actions are successful or not. The characters go through a series of episodes, trying to solve their problems in their search for a happy ending. There is a possibility that if the players are not careful, the ending may not be so happy. This is the source of drama in the game.

1.2 THE SETTING

In the futuristic world of *Paranoia* human society has been decimated by disaster and is now dominated by a fractured network of insane Computers. Each imaginary character is a Troubleshooter in the service of these insane computers. The Computer will assign the characters to various missions. The characters will struggle to stay alive to complete these missions, hoping to earn promotions which promise greater freedom, luxury, and security.

1.2.1 Alpha Complex

Each player takes the part of a character living in a vast, sealed underground complex. You and five identical individuals — your clone family — were raised in a creche together with dozens of other clone families. Your travels and experience are limited to the halls and chambers of the complex accessible to inhabitants of your INFRARED (lowest) security clearance. Your knowledge of the outside world is derived from the official teachings of The Computer, though there may be legends and rumors that contradict the official teachings. (Such legends and rumors are, of course, treasonous.)

The Alpha Complex is at war. It has been at war for all of recorded history. There is constant danger of infiltration by the enemy. The enemy is the "Commies." Traitorous elements within Alpha Complex assist the Commies. These dangerous elements must be rooted out and destroyed. For example, the mutants may help the Commies, so all mutants are traitors. Secret societies exist. These societies are not official, and are therefore traitorous, as are all their members.

1.2.2 Security Clearance

Every inhabitant of a complex has a *Security Clearance*. Your clearance is RED. Beneath you in status are the unwashed masses, the laborers

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and drones of security clearance INFRARED. Security clearances correspond to the electromagnetic spectrum: above you in status are ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET, and ULTRAVIOLET, with ULTRAVIOLET the highest in status. It is whispered that there are clearances above ULTRAVIOLET, but none are officially acknowledged. (A simple mnemonic device may help you remember the order of security clearance — **ROY G. BIV.** Each letter corresponds to a color; INFRARED is below RED, and ULTRAVIOLET is above VIOLET.)

All citizens of a complex are required to wear clothing of the same color as their security clearance. INFRARED citizens wear black clothing. It is rumored that ULTRAVIOLET citizens (also known as the High Programmers) wear white, but you have never seen anyone wearing white. Indeed, you have never seen a white wall or a white piece of equipment because of the security laws.

All transport and movement is restricted by security clearance colors, and the complex is divided into color sectors, limiting access to those with proper security clearance.

Citizens of lower security clearance are required to defer to citizens of higher security clearance at all times. Failure to do so is treason. Information is carefully rationed on a need-to-know basis. Certain information is available only to citizens of a higher security clearance, and passing unauthorized information to a person of lower security clearance is treason.

1.2.3 Service Groups

All citizens of RED clearance belong to one of eight service groups: Internal Security; Technical Services; Housing Preservation & Development and Mind Control; the Armed Forces; Production, Logistics, and Commissary; Power Services; Research & Design; and Central Processing Unit. Each group has its own particular responsibilities in the complex.

Admirable zeal in service to the computer.

1.2.4 Troubleshooters

Your character has been assigned to the Troubleshooters, an elite service unit comprised of citizens from all service groups. Troubleshooters go where The Computer orders, solving whatever problems The Computer wants solved. Being a Troubleshooter is the most dangerous job available to any citizen, but it is also one of the few ways a citizen may
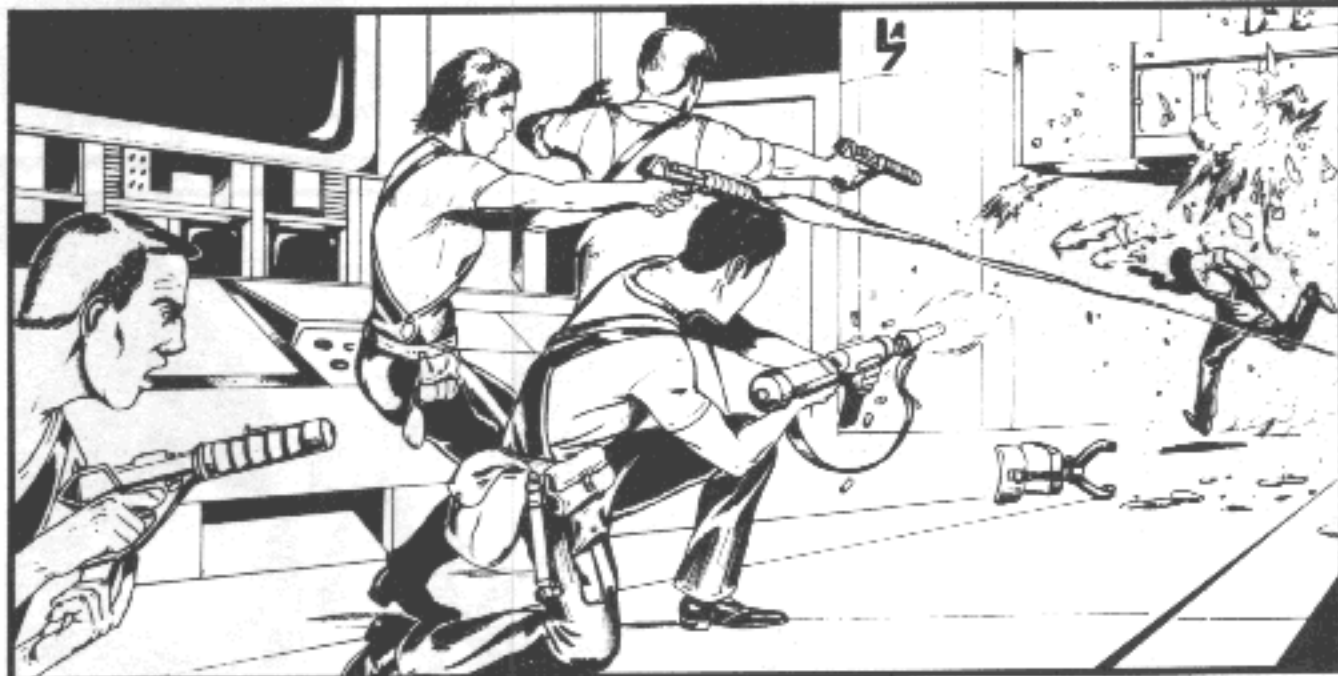
*A formal execution, **PARANOIA** style.*

rise rapidly to higher status. If your character is lucky and serves The Computer well, he may dream of one day joining the ranks of the High Programmers. He must beware, however, for the work of the Troubleshooter is perilous, and there are traitors everywhere.

1.2.5 Secret Societies

Your character is a member of a secret society. This can be very exciting. This can also be dangerous, because being a member of a secret society is treason, and punishable by death. However, the secret society may help you advance and give you special information or equipment.

Other citizens may be members of other secret societies. Some of these other secret societies may be dedicated enemies of your secret society. This can be very mysterious. You may have many secret enemies. This can be very dangerous.

1.2.6 Mutant Powers

Your character has a mutant power. This can be a great advantage. This can also be dangerous, since having a mutant power is treason. However, the mutant power may help you stay alive as you try to advance in your secret society or in your service to The Computer.

1.2.7 Traitors

Mutants and members of secret societies are traitors. All good citizens should report traitors to The Computer. You are a mutant and a member of a secret society. Good citizens would be quite eager to report you to The Computer. Thanks to The Computer, you will often be surrounded by good citizens.

1.2.8 The Computer

The Computer is your friend! The Computer wants you to be happy. If you are not happy, you may be used as reactor shielding.

The Computer is crazy. The Computer is happy. The Computer will help you become happy. This will drive you crazy.

1.2.9 Life in Alpha Complex

Being a citizen of Alpha Complex is fun. The Computer says so, and The Computer is your friend.

Rooting out traitors will make you happy. The Computer tells you so. Can you doubt The Computer?

Being a Troubleshooter is fun. The Computer tells you so. Of course the Computer is right.

Troubleshooters get shot at, stabbed, incinerated, stapled, mangled, poisoned, blown to bits, and occasionally accidentally executed. This is so much fun that many Troubleshooters go crazy. You will be working with many Troubleshooters. All of them carry lasers.

Aren't you glad you have a laser? Won't this be fun?

There are many traitors in Alpha Complex. There are many happy citizens in Alpha Complex. Most of the happy citizens are crazy. It is hard to say which is more dangerous — traitors or happy citizens. Watch out for both of them.

The life of a Troubleshooter is full of surprises.

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

2. BASIC GAME CONCEPTS

"It's...GREEN!"

In a role-playing game the players play the roles of important characters in a story. The gamemaster provides the setting and plot, while the characters played by the players are free to choose their own actions as they solve the problems thrown across their path by the gamemaster. The entertainment comes both in solving the problems and in pretending to be bold adventurers.

The players are dependent on the gamemaster for all knowledge about the setting and circumstances of the game adventure. Normally the gamemaster will introduce a game session with the details of the mission and any necessary background information.

Then the adventure begins. The gamemaster describes the settings and non-player characters encountered by the player characters. When a player wishes his character to perform an action, he describes the action to the gamemaster.

The gamemaster determines the chance of success for the player character's action, taking into account the player character's skills, abilities, the difficulty of the action, and any other relevant circumstances. The gamemaster (or the player, at the gamemaster's option) may then make a dice roll to assist in determining the player character's degree of success or failure in this action.

This is the basic flow of the game: gamemaster describing the setting, characters choosing and describing their intended actions to the gamemaster, and the gamemaster judging the success of the actions using the game rules and common sense.

The drama of the game comes in the presentation by the gamemaster and in the role-playing of the players. A good gamemaster tries to make the setting as vivid as possible, using maps, diagrams, and detailed descriptions to bring the setting to life. He portrays the non-player characters with description and colorful dialogue, giving the players numerous opportunities to develop their characters through thought, word, and deed. He places the characters in dramatic and challenging situations where they must use wit and skill to save themselves from death or betrayal.

A good player tries to enter imaginatively into his character, to keep his action consistent with his personality and abilities. He is clever and diplomatic in his dialogue when speaking as his character to other player and non-player characters. He pays close attention to the gamemaster's descriptions and dialogue and uses every available resource to safeguard his character and enable him to advance to higher status in the service of The Computer.

2.1 EXAMPLE OF PLAY

To give you an idea of what happens during an adventure, here's what you might hear if you were sitting in a room where a *Paranoia* game was being played.

Background: Dan is the gamemaster (GM) seated at the head of the table. Eric, Greg, Ken, and Lori are playing the roles of four brand-new agents of The Computer who have just received their first assignment — to visit the mythical Outdoors to find out what happened to another group of agents who have disappeared. Eric, Greg, Ken, and Lori have of course seen trees and wildlife, but the characters (Computer agents) they are playing have lived underground all their lives and have just emerged from a

heavily-guarded security door into the light of day.

Dan (GM): (consulting his notes and laying a map before his players) Well, this is a rough sketch of what you see as you emerge from the security door. A narrow path leads away from the door. Everything around you is unimaginably bizarre — green stuff everywhere, none of it with any apparent function, tall brown poles with more green stuff on top...

Ken: Um. Trees, I suppose.

Dan: Now, now, we agents have never seen trees before, have we?

Ken: Oh, right. I get it.

Dan: And another thing. No ceiling. Repeat. No ceiling.

Eric: Gahhhhhh! No ceiling?!

Dan: Right. Now, what do our intrepid agents do?

Eric: I scream, clutch the door jamb, and try to squeeze back into the door.

Greg: I take notes. (Unbeknownst to the other players, Greg's agent is a spy for Internal Security, and the notes are being taken on the scandalous behavior of the new agents.)

Lori: I join Eric's character scrambling at the door.

Ken: I pull my laser and try to look competent. (Ken's secret mission is to assassinate Greg. Ken's character's secret society, Death Leopard, has discovered the secret identity of the Internal Security agent, and is looking for an opportunity to scrag him.)

Dan: Very good. Eric and Lori, there are four tough Security Officers with wicked-looking projectile weapons blocking your return inside the door. Ken, are you pointing that laser at anyone or anything in particular?

Ken: Nope. Just in case something comes out of the trees.... er, out of the green stuff.

Dan: Okay. Eric? Lori? About the guards with heavy ordnance?

Eric: I sober up real quick...

Lori: Me, too.

Eric: ..and I back away from the door.

Dan: Good. The door closes abruptly with a hiss and click.

Greg: C'mon, agents. We have a service to perform for The Computer and you are disgracing yourselves.

Eric: I salute and begin crawling down the path.

Ken: Crawling?

Eric: Of course! I feel better close to the floor. (Peering at his hands) Gee, it's dirty out here. Don't the scrubots ever come out here?

Greg: Disgraceful.

Ken: Eric, when your character dies, can I have his binoculars?

Dan: How interesting that you should mention binoculars. Because something seems to be approaching very quickly from high above the brown-and-green-stuff. It vaguely resembles a transbot, but it is much faster. And flying.

Eric: Flying?

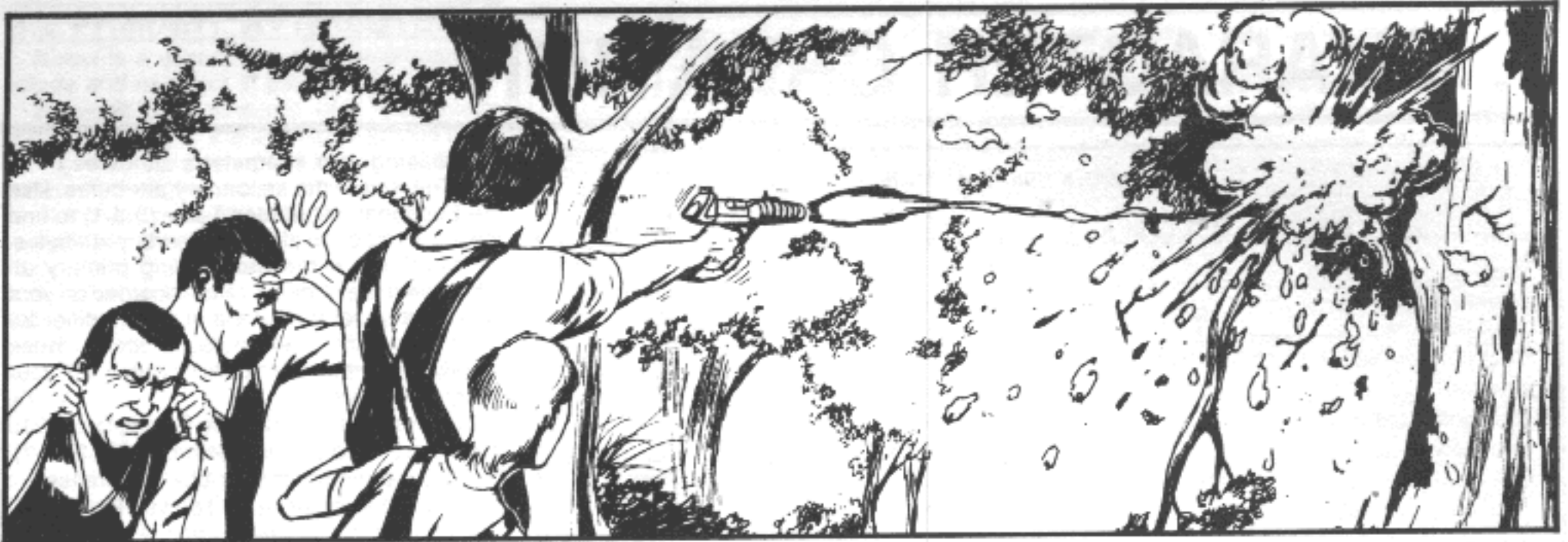**Dan:** Yes.

Lori: I've got a bad feeling about this.

Dan: Worse yet, a tiny brown creature with a long hairy tail is watching you from the brown-and-green-stuff.

Eric: Eeek! An alien.

Dan: A very likely hypothesis. It is holding a

A prudent response to the unknown.

tiny oval brown object which could be a communicator.

Ken: I burn it immediately with my laser, which I proudly note, is ready for immediate use, as stated so cleverly earlier.

Lori: I gape with awe at your cleverness...

...and an innocent squirrel is speedily dispatched by our hero. As for the fate of the agents, you are left to speculate.

2.2 GLOSSARY

Novices may not be familar with certain terms peculiar to role-playing games. Some of these are:

Dice-Codes: The notation "1D10+2" means "roll one ten-sided die and add two to the number indicated on the die."

The number before the "D" tells how many dice to roll. For example, "2D10" means roll two ten-sided dice.

The letter "D" and the following number tells you what kind of dice to roll.

"D10" means a ten-sided die.

"D100" means two ten-sided dice rolled simultaneously, with the dark-colored die representing the tens digit and the light-colored die representing the units digit. "00" (zeroes on both dice) stands for one hundred.

Sometimes you must add or subtract a given number from the number rolled on the dice. This is indicated with a "+" or "−" followed by a number. For example, "2D10-1" means "roll two ten-sided dice, add them up, and subtract one from the result."

Character: A character is any imaginary person living in the setting of the gamemaster's world — the world of *Paranoia.*

Player Character (PC): A player character is a character whose actions are controlled by a player. The player imagines himself in the role of this character during the course of a game session.

Non-Player Character (NPC): A non-player

character is a character whose actions are controlled by the gamemaster. These are the antagonist, patrons, and innocent bystanders encountered by the player characters in the setting of the gamemaster's adventures.

Gamemaster (GM): The gamemaster designs the setting and narratives of the game adventures, presents them to his players, and referees and interprets the rules which govern the conduct of a game session. By analogy to the theater, he is the playwright, director, set designer, and actors playing the minor characters. The players are the actors who play the protagonists or main characters.

Attribute: Each character has attributes which determine the basic abilities and personality of the character. In *Paranoia,* there are eight primary attributes: Strength, Agility, Endurance, Mechanical Aptitude, Manual Dexterity, Moxie, Chutzpah, and Power Index. When a player creates a character, he rolls dice to determine each of these attributes and records each roll on the character sheet. These numbers represent a character's relative chance to succeed in performing various actions. The secondary attributes (carrying capacity, damage bonus, macho bonus, aimed weapons bonus, comprehension bonus, believability bonus, and repair bonus) are based on the primary attributes, and provide modifiers to a character's basic abilities.

Character Sheet: At the beginning of play, each player is issued a character sheet. On this sheet he records the essential information about the abilities, personality, skills, and background of a character. This sheet may always be examined by the gamemaster, but usually will not be examined by any other player.

Adventure: The adventure is a sequence of episodes encountered by the player characters as they struggle to complete a mission for The Computer. An adventure may be completed in a single session or in a series of sessions. Until it has been brought to a satisfactory (or unfortunate) conclusion, the adventure is not over.

Session: A session is the gathering of gamemaster and players for an adventure. The session varies in length, depending on the tastes of the players, but is usually from one to six hours in duration.

Campaign: A campaign is a series of related adventures in a consistent setting with the same player characters. Over the course of a campaign characters may advance in skills, status, and power.

2.3 NOTE TO EXPERIENCED PLAYERS

Three main features distinguish *Paranoia* from other familiar role-playing games:

1. The Tone: Paranoia is designed for the humorous and farcical side of dramatic action-adventure. Other games tend to be more melodramatic, often to the point where the fun is neglected. Translation: *Paranoia* is fun. Other games are not fun. Play *Paranoia.*

2. The Dramatic Conflicts: The conflicts in *Paranoia* will be as much with the other player characters as with the gamemaster's plotted obstacles. There is no more perilous threat than that represented by another hostile player character. Translation: If you think surviving a gamemaster is difficult, try surviving player characters.

3. Player Character Mortality: Anxiety about player character death is often a major block to fun in role-playng games. The trauma of losing an imaginative alter ego, the destruction of a work of art (the personality of the player character) representing an investment of time, imagination, and spirit, and the inconvenience of having to roll up a new character, and build a personality from scratch — these are good reasons for being anxious about player character death.

In *Paranoia* you get six identical copies of each character you create. When one is killed, his clone steps in almost immediately. Further, *Paranoia's* absurdist setting emphasizes that *Paranoia* is just a fun game — a chance to be playful as well as adventurous and heroic. Player characters should die like flies in *Paranoia.* Being a Troubleshooter is very exciting. Many Troubleshooters die of overexcitement.

Won't this be different from other adventures? Won't this be fun? The Computer says so, and everybody trusts The Computer.

THE COMPUTER IS YOUR FRIEND

3. CHARACTER CREATION

PARANOIA Character Sheet

Character Name **David-R-URK-1**   Player Name **Doug Kaufman**

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES	
1D10+8 Strength	9	Carrying Capacity	25
1D10+8 Endurance	10	Damage Bonus	-
2D10 Agility	13	Macho Bonus	-
2D10 Manual Dexterity	16	Melee Bonus	+5%
2D10 Moxie	14	Aimed Weapon Bonus	+12%
2D10 Chutzpah	8	Comprehension Bonus	+5%
2D10 Mechanical Aptitude	14	Believability Bonus	-5%
1D10+5 Power Index	11	Repair Bonus	+5%

DAMAGE STATUS
Wounds.

CREDITS
~~100~~ 90

SECURITY CLEARANCE RED

SERVICE GROUP TECHNICAL SERVICES

SECRET SOCIETY PRO-TECH

SECRET SOCIETY RANK 1

MUTANT POWER(s) ADVANCED VISION

WEAPON	TO HIT	EQUIPMENT	
LASER PISTOL	25+12=37%	red reflec armor	flashlight
		laser pistol	
		laser barrel (red stripe)	
		jump suit	
		utility belt & pouches	
		Com Unit I	
		knife	
		notebook & stylus	

SKILLS:

BASICS (1)

Aimed Weapons (2)

TECH. SERVICES (1)

Engineering (2)

Electronic (3)

PERSONAL DEVELOPMENT (1)

Sample of a completed character sheet.

The rules that follow describe the process of creating a player character. Keep in mind that one aspect of society in **Paranoia** is the rigid control of access to information. Certain information is available only through the gamemaster, and cannot be found in this **Player Handbook**. For example, this book contains the system for assigning secret societies to characters, but it does not describe those secret societies. Such information can only be obtained from the gamemaster, and only that information to which your character is entitled according to his security clearance.

3.1 PROCEDURE

1. Take a character sheet, pencil, and 2D10.
2. Give your character a name. In Alpha Complex names have the following form:

(Short Name) + (Letter representing your security clearance code — for beginning characters, "R" for RED) + (three letter code referring to your residential unit) + (one digit number indicating your clone identity). (All beginning characters have clone identity "1" — that is, they are the first member of the clone family. See section 3.9 for an explanation of clone families.) For example, David-R-URK-1 is the name of the Troubleshooter we'll use in the solitaire adventure later in this handbook.

3. Determine the primary attributes. See rule 3.2 below for the number and type of dice you must roll to determine each of your *primary attributes: strength, endurance, agility, manual dexterity, moxie, chutzpah, mechanical aptitude,* and *power index.* (Your gamemaster may permit you to use other optional methods for

establishing your character's attributes.)

4. Determine the secondary attributes. Use the Secondary Attributes Table (**3.3.1**) to find the values for each of your secondary attributes. Cross-reference the determining primary attribute with the numeric value recorded on your character sheet to find the ability modifier for each secondary attribute. Record those modifiers in the appropriate places on your character sheet.

5. Determine your Service Group. Roll 1D10 and consult the Service Group Table (**3.4.1**). Record the result on your character sheet.

6. Determine your mutant power. Roll 1D100 and consult the normal Mutant Power Table (**3.5.1**). Record the result on your character sheet. Player characters with primary attribute scores totalling less than 80 are entitled to more than one mutant power. *See* rule **3.5** below for details.

7. Determine your secret society. Roll 1D100 and consult the Secret Society Table (**3.6.1**). Record the result on your character sheet. (Possession of certain mutant powers may prevent your membership in certain secret societies. If necessary, roll again to obtain a secret society that is compatible with your mutant power.)

8. Choose your character's beginning skills. Each character begins with six skill points. *See* rule **3.7** below. Select your character's Skills and record them on the character sheet.

9. Select and record your character's equipment. Certain equipment is assigned to all beginning characters. Other optional items may be obtained by spending credits from the character's original 100 credit allotment. *See* rule **3.8** below.

Your basic equipment is already listed on the character sheet. Optional equipment may be selected as per the equipment section (rule **3.8** below), or may be sought by special request to the gamemaster. The equipment available will vary greatly according to the circumstances of a mission and the degree of trust The Computer feels for a Troubleshooter. Record the information on your character sheet.

CHARACTER GENERATION SUMMARY

1. Take character sheet.
2. Write down a name.
3. Roll for primary attributes (3.2).
4. Look up secondary attributes (3.3).
5. Roll service group (3.4).
6. Roll mutant power (3.5).
7. Roll secret society (3.6).
8. Choose skills (3.7).
9. Choose equipment (3.8).
10. Make a copy for the gamemaster.

3.2 PRIMARY ATTRIBUTES

Below is a description of each primary attribute and its effect in play:

Strength is a measure of a character's physical strength. It affects the damage done with certain hand weapons and modifies the amount of weight he can carry. *Roll 1D10 +8 to determine your character's strength.*

Agility is a measure of a character's ability to maintain his balance, to dodge, and to perform other actions requiring quickness and muscular co-ordination. It also affects the character's ability to hit an opponent in a combat. *Roll 2D10 to determine your character's agility.*

Manual Dexterity is a measure of a character's hand-eye co-ordination and patience and skill with fine manipulations. It also adds to a character's ability to hit an opponent with an aimed missile weapon. *Roll 2D10 to determine your character's manual dexterity.*

Endurance is a measure of a character's stamina and ability to withstand pain and physical injury. *Roll 1D10 +8 to determine your character's endurance.*

Moxie is a measure of a character's ability to comprehend unusual phenomena, learn new modes of communication, perceive important details, and correctly choose the right course of action in unexpected situations. *Roll 2D10 to determine your character's moxie.*

Chutzpah is defined as the quality of a man who kills both his parents and then pleads for mercy because he is an orphan. *Roll 2D10 to determine your character's chutzpah.*

Mechanical Aptitude is a measure of a character's ability to understand, operate, and repair machinery and equipment of all types. *Roll 2D10 to determine your character's mechanical aptitude.*

Power Index is a measure of the strength of your mutant power. *Roll 1D10 +5 to determine your character's power index.*

3.3 SECONDARY ATTRIBUTES

These are modifiers which affect certain skills and abilities. The values for a character's secondary attributes are found by cross-referencing the associated primary attribute with the numerical value of that primary attribute on the Secondary Attributes Table. Below is a description of each secondary attribute and its effect in play:

Carrying Capacity is the character's ability to carry heavy burdens. *Strength* is the associated primary attribute.

Damage Bonus is the additional damage done because of the character's strength. *Strength* is the associated primary attribute.

Macho Bonus is a measure of superior ability to withstand the pain of an injury and to survive serious injuries. *Endurance* is the associated primary attribute.

Melee Bonus is a measure of a character's improved or decreased ability to score a blow in a melee. *Agility* is the associated primary attribute.

Aimed Weapon Bonus is a measure of improved or decreased ability to hit a target with an aimed distance weapon. *Manual Dexterity* is the associated primary attribute.

Comprehension Bonus is a measure of a character's ability to use certain Hostile Environment skills. *Moxie* is the associated primary attribute.

Believability Bonus is a measure of increased or decreased ability to lie successfully. *Chutzpah* is the associated primary attribute.

Repair Bonus is a measure of a character's increased or decreased ability to use his technical skills. *Mechanical Aptitude* is the associated primary attribute.

3.3.1 Secondary Attributes Table
(see charts and tables)
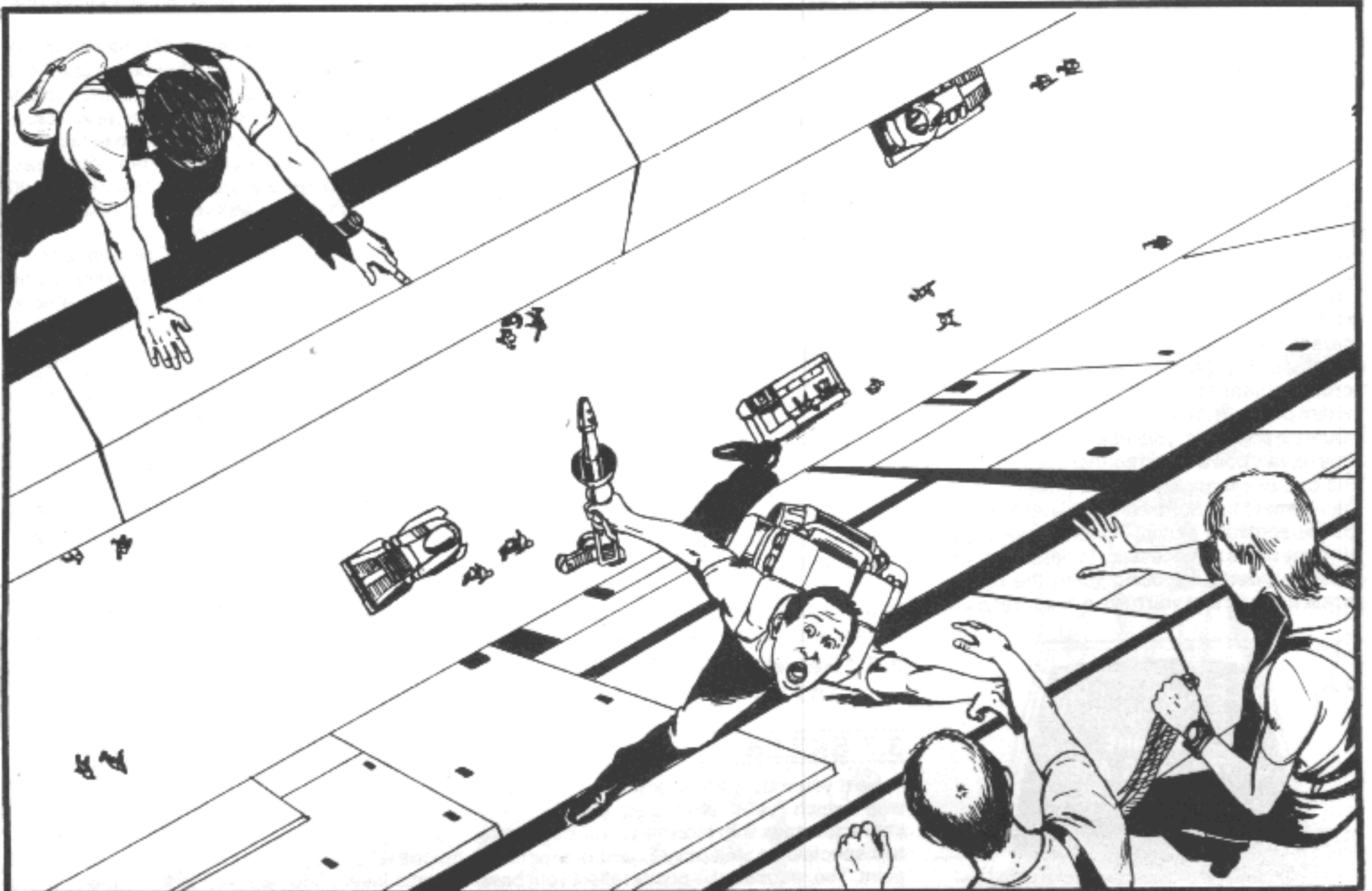
3.4 COMPUTER SERVICE GROUPS

Each Service Group has its particular function in the society of Alpha Complex, and its members tend to have similar skills. A character may have access to special equipment, information, and personal influence through his service group. Below is a description of the primary functions of each service group:

Internal Security is in charge of weeding out Traitors and Commies and maintaining order. They combine the functions of law officers, secret police, and monitors of political orthodoxy. They are hated and feared by citizens in all other services. Their agents are everywhere.

Technical Services is in charge of maintenance of all Alpha Complex utilities and support systems. They are the only group in occasional contact with other complexes and consequently are often under suspicion as traitors.

Housing Preservation & Development and Mind Control is in charge of living quarters and

A traitor disregards his obligation to The Computer and risks valuable equipment.

maintaining the voluminous records required by The Computer. They also act as a screening group for upwardly-mobile individuals among the Unwashed Masses, recommending promotions from INFRARED to the computer service groups. They have the least status of any of the service groups.

The Armed Forces are charged of carrying on the war against the Commies in the world beyond Alpha Complex. There are a number of elite units within the Armed Forces, such as the highly-regarded Vulture Squadrons.

Production, Logistics and Commissary is in charge of agricultural and industrial production and allocation of resources. Among their primary responsibilities are food preparation and distribution of all consumer goods.

Power Services is in charge of maintaining the power plants and all major transport systems within the complex.

Research and Design develops new technology and equipment for use by The Computer and citizens of Alpha Complex.

Central Processing Unit is the supervisory and administrative group of Troubleshooters directly assigned to The Computer. They handle projects of special interest to The Computer, and therefore enjoy its special favor.

YOUR SERVICE TO THE COMPUTER SHALL BE REWARDED

3.4.1 Service Group Table (see charts and tables)

3.5 Mutant Powers

Possession of a mutant power is treason and punishable by execution. Your character has a mutant power. Roll 1D100 and refer to the Normal Mutant Power Table (**3.5.1**) to determine your mutant power.

Normally a character will receive only one normal mutant power. However, *if the total of your character's attributes is less than 80, your character will receive two mutant powers:* one normal mutant power and one extraordinary mutant power. *If the total of your character's attributes is 65 or less, your character will receive three mutant powers:* two normal mutant powers and one extraordinary mutant power. Roll on the Normal Mutant Powers Table (**3.5.1**), and the Extraordinary Mutant Powers Table (**3.5.2**), as many times as necessary to determine your mutant power(s), rerolling when the dice indicate a power that you have already received.

BEWARE TRAITORS ARE EVERYWHERE

After determining your character's mutant power(s), you must decide whether to reveal his mutant power(s) to The Computer. If you do, he becomes a Registered Mutant and is required to wear a yellow stripe on his uniform at all times. Such characters are self-acknowledged traitors, but their existence is tolerated by The Computer. Dedicated Registered Mutants may eventually overcome the stigma of their treason. A Registered Mutant is not subject to summary execution if he uses his power(s).

A character who does not reveal his mutant power(s) and is subsequently discovered and reported to have used mutant power(s) is subject to summary execution.

Certain powers are considered so dangerous to The Computer that their revelation will result in immediate execution. A character would not reveal such a power to The Computer unless he wished to commit suicide. These powers are marked with an asterisk (*) on the Mutant Power Tables.

Mutant powers are divided into three main categories — biological, mental, and psionic — describing the primary aspect of their manifestation. These categories are intentionally vague — don't get the idea that this information should be useful to you or your character.

There is no explanation or description of the mutant powers in the player handbook. Your gamemaster will reveal the details of your power to you in private. You will initially know nothing about other mutant powers.

3.5.1 Normal Mutant Powers Table (see charts and tables)

3.5.2 Extraordinary Mutant Powers Table (see charts and tables)

3.6 SECRET SOCIETIES

Belonging to a secret society is treason and punishable by execution. Your character belongs to a secret society. If membership in a secret society is revealed to The Computer during play, a character may face execution.

Roll 1D100 and refer to the Secret Society Table to determine your secret society. Your gamemaster may ask you to use his own specially-prepared Secret Society Table if he has designed his own secret societies for his campaign.

Possession of certain mutant powers will prevent your character from belonging to certain secret societies. Roll again on table **3.6.1** if so directed by the GM.

Note that none of the secret societies are explained or described in the player handbook. The gamemaster will tell you in private what information you have about your own secret society. Details about the other secret societies are (literally) secret. Membership in certain secret societies may make your character subject to certain special rules; if so, your gamemaster will tell you when he reviews your character sheet.

3.6.1 Secret Society Table (see charts and tables)

3.7 SKILLS

Next you must choose and record the skills with which your character begins. Each character starts with three required skill points, two specialized skill points, and one optional point. The required skill points reflect your basic training as a Troubleshooter. Your specialized

skill points reflects extra training in your specialized field of service. The optional skill point reflects your own chosen area of skill development.

> In *Paranoia* Troubleshooter skills are organized into tree structures. There are five broad categories of skills:
>
> Basic Operations
> Personal Developments
> Hostile Environments
> Vehicle Services
> Technical Services

Refer to the skill tree diagrams (**3.7.1-3.7.5**). Each major skill category divides into several sub-categories underneath it. For example, Basic Operations divides into Aimed Weapon Combat, Melee Combat, Maintenance, and Special Services. Each of these sub-categories may be further subdivided. For example, Maintenance divides into several subdivisions for each of the basic weapon types used by Troubleshooters.

People learn things by first mastering the broad outlines of a subject, then by gaining specialized knowledge through further experience and training.

A character first puts one skill point into a major skill category (for example, Basic Operations). This gives him the ability to use any of the individual skills grouped under that general category.
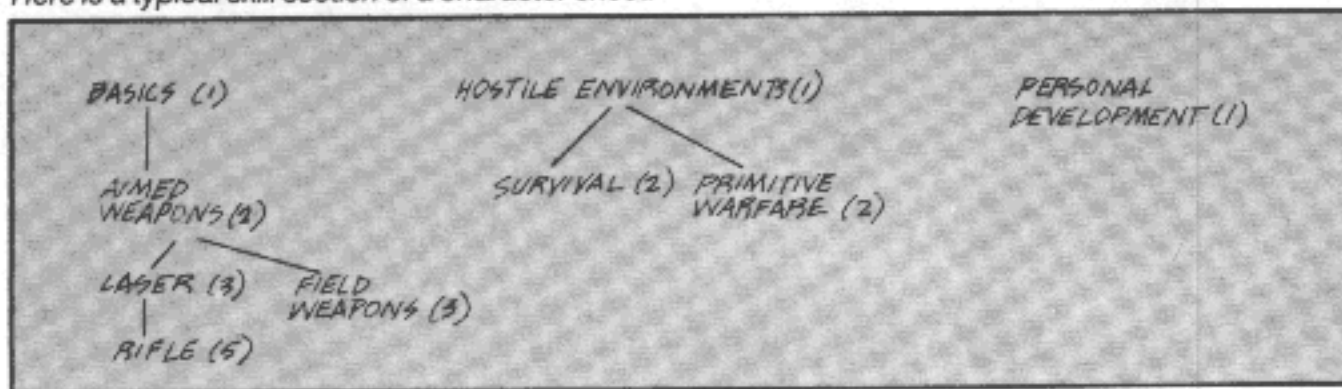
The next skill point he spends may either be spent by putting it into another broad category or by further specializing within the first general category. A second skill point into Basic Operations would have to be allocated to either Aimed Weapon Combat, Melee Combat, Maintenance, or Special Services. This would give the character increased abilities within those skill groups.

A third point put into Basic Operations could be put into another secondary skill (like Melee Combat or Maintenance) or be put into a specific skill under the secondary skill category already taken by the character. For example, a character who spends three skill points in Basic Operations might choose to put them into (1) Basic Operations, (2) Aimed Weapon Combat, and (3) Laser, thus giving him substantial skill with laser weapons, the most common personal weapons in *Paranoia.*

A player records his skills by drawing on the character sheet the portion of the skill tree learned by the character. At the topmost skill category of the tree, he should write the number "1"; next to all skill categories at the second level of the tree, he must write "2"; and so forth, to the bottom of the tree.

If a character has learned a skill at the bottom of a tree, he may increase his ability with that skill by spending additional skill points on that skill. If he does so, he should *INCREASE* the number next to the skill by one each time he spends a skill point on the skill. Skills may only be increased this way at the bottom of a tree. A character may never have "Basic Operations (2)," but he could have "laser pistol (5)", since laser pistol is a skill at the bottom of the Basic Operations tree.

Here is a typical skill section of a character sheet:

BASICS (1)

AIMED
WEAPONS (2)

LASER (3)   FIELD
              WEAPONS (3)

RIFLE (5)

HOSTILE ENVIRONMENTS (1)

SURVIVAL (2) PRIMITIVE
              WARFARE (2)

PERSONAL
DEVELOPMENT (1)

This skill diagram would require 10 skill points.

Remember that each character initially has 6 skill points. The first 3 skill points are automatically assigned to Basic Operations, Aimed Weapon Combat, and Personal Development. The character's Service Group determines the skill categories for the next 2 skill points. The final skill point may be spent as the player chooses, as long as he follows the rules of skill selection.

The Service Group Specialization Chart 3.7.6 indicates the skill area where the 2 specialization skill points must be allocated (Note: The points may be spent on any skill within the listed group, assuming the requisite attributes are met.)

As you serve The Computer in Troubleshooting missions you will sometimes be awarded opportunities to improve your skills. Sometimes you will improve in a skill simply because you have practiced it under demanding conditions. Your gamemaster will inform you when you have an opportunity to improve your skills and will tell you what skill areas you may improve in. The procedure for selecting and recording the skills will be just like the procedure followed when you choose your original skills.

Note: Certain skills are treasonous. (For example, The Computer is served by Programmers, yet possession of the skill of Programming at Security Level RED is a treasonable offense.) These skills are not represented on the skill trees. In the course of adventures, through contacts with secret societies, mutants, and other traitors, you may receive opportunities to train in treasonous skills.

3.7.1 Basics Skill Tree (see charts and tables)

3.7.2 Personal Development Skill Tree (see charts and tables)

3.7.3 Hostile Environments Skill Tree (see charts and tables)

3.7.4 Vehicle Services Skill Tree (see charts and tables)

3.7.5 Technical Services Skill Tree (see charts and tables)

3.7.6 Service Group Skill Specialization Chart (see charts and tables)

3.7.7 Using Skills

All characters have a percentage chance of successfully using each skill. A character's percentage with a skill is dependent on the number of skill points he has spent on the skill or on skill categories above the skill in the appropriate skill tree. A character's percentage with a skill is modified by secondary attribute bonuses and by other gamemaster-determined factors during the play of the game.

Calculating Base Percentages

Each character automatically has a minimum base of 5% with all skills. A character always has a minimum of 5% chance of using any skill, and his chance of using the skill can never fall below 5%.

If a character has spent 1 skill point in a category, he has a base 20% chance with all skills in that category. For example, a character

who spent one skill point on "Basics" would have a base 20% chance of using any of the weapons or skills in that category.

Additional skill points in a category increase the base chance for all skills under a particular subcategory by 5%. For example, a character who spent five points in "Basics" as follows:

BASICS (1)
|
AIMED WEAPON COMBAT (2)
|
LASER (3)
|
PISTOL (5)
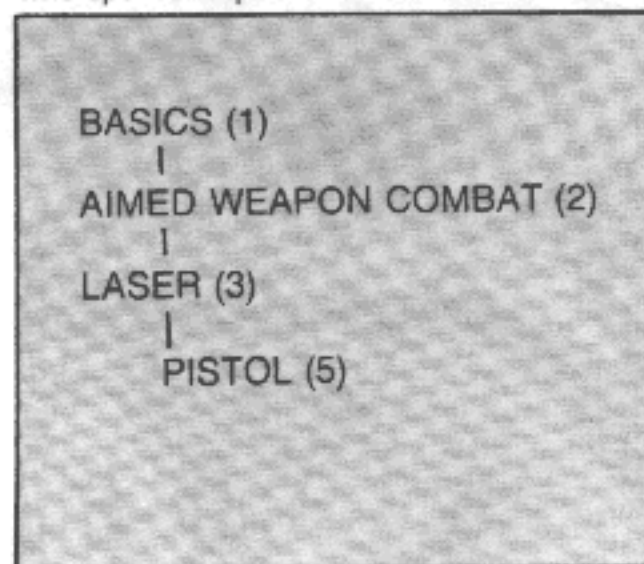
would have a base percentage of 40% with laser pistols, 30% with all other lasers, 25% with all other aimed weapons, and 20% with melee combat weapons, weapon maintenance and special services skills.

**A formula which may help you remember percentages is:**

Base Percentage =

15% +(5 x highest skill number)

where "skill number" is the number written next to the skill name on the character sheet (in the example above, the number "5" for pistol, the number "3" for laser, etc.).

Secondary Attribute Modifiers

A character's base percentages are modified by his secondary attributes. For example, the "aimed weapon bonus" modifies a character's percentages with all aimed weapon skills; thus a character with a manual dexterity of 13 would increase his base percentages with all aimed

A Troubleshooter practices his weapon skills as an INFRARED volunteer serves The Computer enthusiastically.
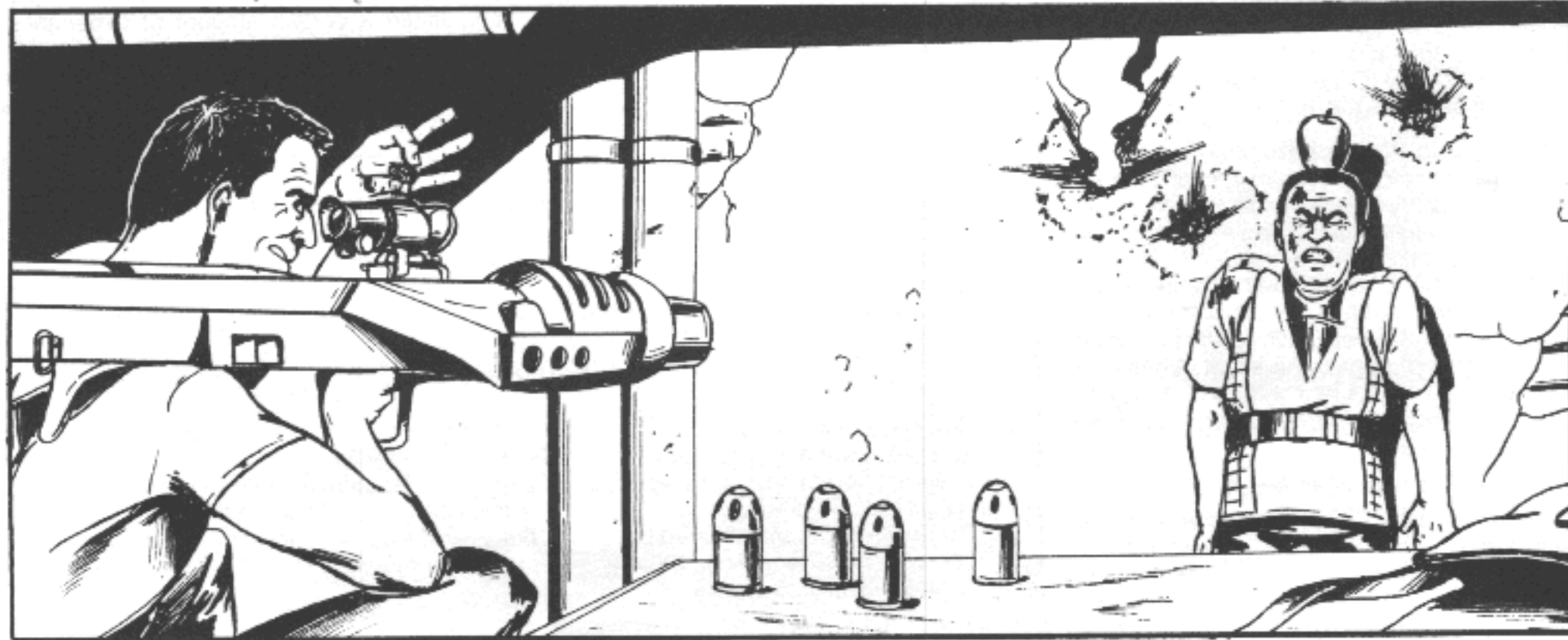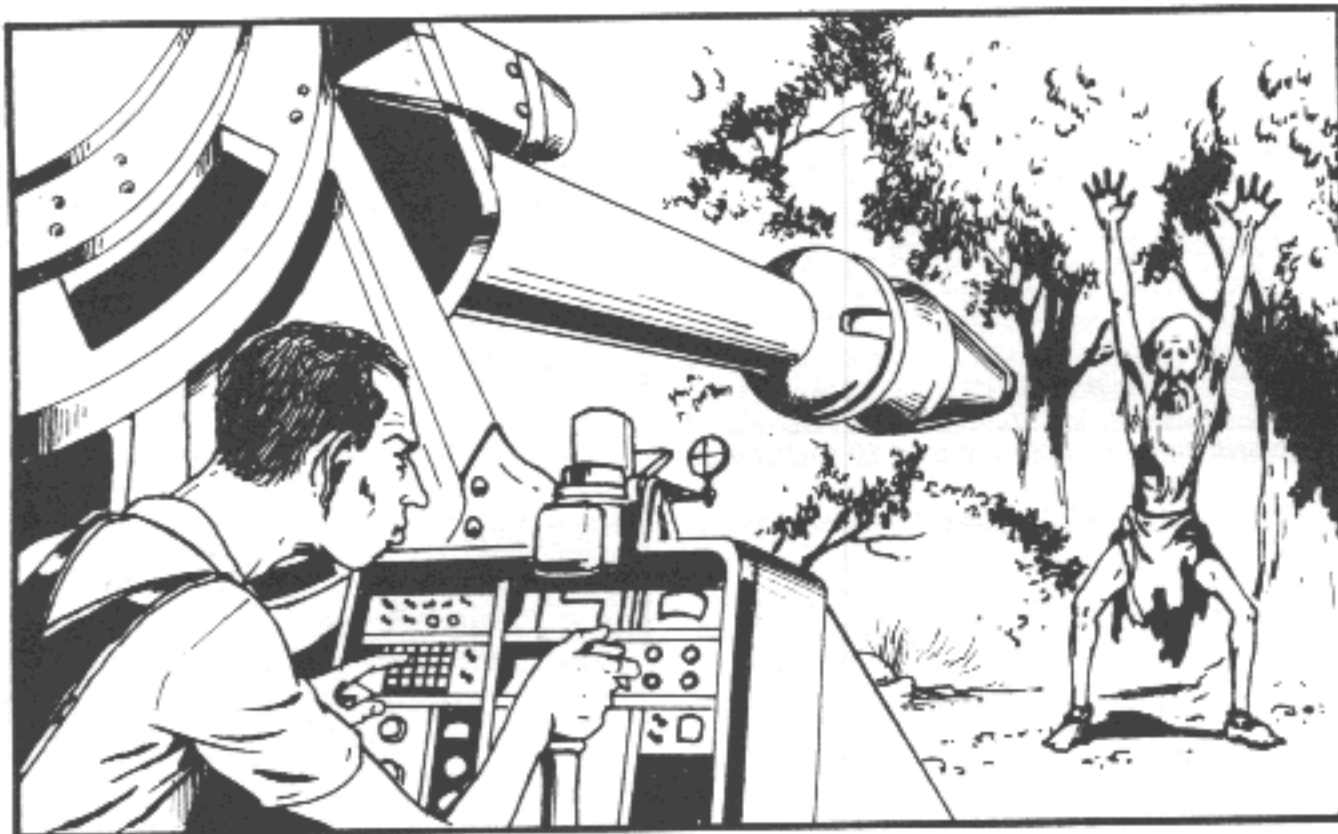
Trust no one!

weapon skills by +5%. If he has the skills in the example above, his percentage with laser pistol would be 45% instead of 40%, etc.

The **Melee Bonus** affects all melee combat skills and the primitive melee weapons skill (on the "Hostile Environments" tree).

The **Aimed Weapon Bonus** affects aimed weapon combat skills, vehicle combat weapon skills, and the primitive aimed weapons skill.

The **Comprehension Bonus** affects all hostile environment skills *except* primitive melee weapons and primitive aimed weapons.

The **Believability Bonus** affects all personal development skills (except the self-improvement skills).

The **Repair Bonus** affects all technical services and vehicle services skills except the vehicle combat weapons skills.

The other secondary attributes do not affect skill percentages directly, but have other effects in the game.

Example: Refer back to David-R-URK-1's character sheet (on page 8). Because of David's "two" rating in aimed weapons and his aimed weapon bonus of +12%, his percentage with all aimed weapon skills is 37% (15% + (5% x 2) + 12% = 37%). Because his repair bonus is +5% and he has 3 points in electronic engineering, his electronic skill percentage is 35%; his percentage with other engineering skills is 30%; and his percentage with all other technical service skills is 25%.

Figuring Skill Percentages

Using these rules, it is simple enough to figure your character's percentage with each skill. You may find it useful to note some skill percentages on the character sheet — those for skills the character uses commonly. Since each character begins with a laser pistol, and will use it a lot, it is wise to note each character's laser pistol skill percentage on his sheet. When your character's acquires new weapons, it may be useful to record his percentages with those weapons as well.

What Skill Percentages Mean

Generally, when a character tries to use a skill, the gamemaster rolls 1D100 against the character's skill percentage; a roll equal to or less than the percentage means a successful skill use. Don't rely too trustingly on this,

however; the gamemaster may modify a skill percentage to account for circumstances. For example, if a character is trying to fire his laser pistol as he dashes through a crowded corridor, he has a considerably smaller chance of hitting a target than usual. The gamemaster may even decide that there is a good chance an innocent bystander will be injured.

3.8 EQUIPMENT

Most of the material needs of the citizens of Alpha Red/One are generously provided by The Computer. To relieve citizens of the responsibility for storing and caring for equipment The Computer discourages the practice of private ownership. However, as a citizen rises from IN-FRARED status to the honored position of Troubleshooter, he will be given opportunities to buy or accept certain items of equipment for his own uses.

Player characters begin with basic Troubleshooter personal gear printed on the character sheet. Each character is also assumed to have accumulated the substantial sum of 100 credits for purchasing optional items, for customizing or decorating personal items, or for paying the inevitable fine and replacement fees when Computer equipment is damaged or lost.

Each player begins with a suit of Red Reflec armor and a hand laser with a red-ringed barrel. The Computer will often temporarily or permanently assign equipment to the characters for various reasons. This equipment should also be noted on the character sheet. It is a bad idea to lose The Computer's equipment.

Services

For approximately 25-50% of the credit value of a piece of personal equipment or clothing a Troubleshooter may have it customized. The nature of the customization is up to the player's desires and at the gamemaster's sufferance, but might include superior reliability, durability, capability, or appearance. A common practice is to spend surplus credits on making one's uniform more distinctive — adding slightly contrasting piping to the jumpsuit, or painting patriotic symbols on weapons or equipment.

Many prudent Troubleshooters save their credits in case a fine is levied against them. This is wise, since failure to promptly pay a fine is treasonous. Fines may come for various reasons — poor conduct, loss or damage of Computer equipment, failure to follow orders, and so forth.

3.9 CLONE FAMILIES

Each player begins play with the six identical clones of a single clone family. The Computer always produces six of each individual so no one will ever be lonely and so that there are backups in case the inevitable happens to a single individual. Each individual in a clone family has identical beginning attributes and skills when the family is promoted to service in the Troubleshooters.

One clone individual will become your player character. This character is referred to as the "Number One" in the clone family. His clone identity, "1", is indicated by the single digit at the end of his name. The other clones in a family are numbered sequentially as clone identities 2-6. (For example, David-R-URK-2 is clone identity "2" in the David-R-URK clone family.) The other five clone individuals are assigned to various clerical and administrative tasks in the service group.

If something unfortunate should happen to "Number One," another individual from the clone family is "activated." That is, the dead, disabled, or missing Troubleshooter is replaced by a member of his clone family.

The replacement clone will have the same attributes, secret society, and mutation(s) that the original "Number One" had when he became a Troubleshooter, Clearance RED. In addition, the newly-activated clone may have accumulated a certain amount of experience, status, and credits in his desk job. (Of course, he may also have been implicated in treasonous acts.) The GM will tell you what skills or status (if any) a clone has developed before he is ac-

---

Below is a list of some of the typical items or services that might be purchasable in Alpha Red/One. Many other items or services may be available at the gamemaster's option. Many items or services are strictly valuable as symbols of power and influence. Their conspicuous ownership may help you impress other citizens and Troubleshooters, giving you a better chance to persuade or browbeat them into serving your will.

EQUIPMENT

Flashlight: 10 credits
Hottorch (combination fire-starter and cutting torch): 100 credits
Gasmask: 50 credits
SuperGum/Solvent: 25 credits
InfraSpecs (IR goggles): 100 credits
Smoke Alarm: 25 credits

Plasticord (synthetic rope): 1 credit/foot
Bullhorn: 50 credits
Picture of video heroine Tella-O-MLY-1 (known as Teela O'Malley) with a mirror on the reverse side: 5 credits (This is a popular lucky charm among the Troubleshooters.)

An early portrait of the distinguished Clone Family Robinson-R-DTS-1, 2, 3, 4, 5 & 6.

tivated to replace a dead or missing "Number One."

If your "Number One" (your player character) should die or disappear in the course of an adventure, he will be replaced by a clone with similar attributes and skills. If this should happen, the gamemaster will assist you in preparing the new character sheet for the clone replacement. He will use the abilities and beginning skills from a copy of your original character's sheet. He may also add extra skills, status, or possessions. The new clone is almost a perfect copy of your original character, though his experiences may have been different.

Note that after the death of a sixth member of a clone family, you must create an entirely new character — a new clone family.

A more recent, informal portrait of Robinson-B-DTS-6.

4. BOOKKEEPING

In **Paranoia** there are five types of "points" a character may earn in the course of an adventure. Two of these, *skill points* and *credits*, are privately announced by the gamemaster to the character at the end of an adventure or session. The player must keep track of his character's skill points and credits on the character sheet. The other three types of points (commendation points, treason points, and secret society points) are not announced to the player. The gamemaster keeps track of these points, and their totals are kept secret from the player. Below is an explanation of the significance of each type of points and how they affect the character in play.

Skill Points are used to gain new skills and increase a character's abilities with the old one. When he is given a skill point by the gamemaster, the player may assign the skill point to any skill in the same manner as skill points were assigned initially.

Credits are currency used to purchase personal equipment or pay fines assessed by The Computer for negligence or minor crimes. Credits may be obtained as a reward for successfully completing a mission for The Computer. Credits may also be earned by testing experimental equipment, and in various other ways.

Commendation Points are obtained for completing missions, distinguished service to The Computer, and discovering or eliminating traitors. A commander of an expedition or project may assign commendation points for superior performance of duties. A player who obtains 2 commendation points may be promoted to security clearance ORANGE. Advancement to higher security clearances requires additional commendation points and may also require the fulfillment of other criteria.

Treason Points are a measure of The Computer's suspicion and distrust of a character. Treasonous charges may sometimes be ignored if a character is performing exceptional services for The Computer.

If at any time a character has obtained a number of treason points which exceeds his commendation points by 10 or more. The Computer will attempt to terminate him, either by ordering other members of a Troubleshooter team to kill him, or by taking direct action to apprehend and execute the character. Treason points may be obtained by failing to fulfill orders, by doubting the Computer, by speaking or acting against The Computer, by damaging or destroying assigned equipment, by using mutant powers, by conspiracy or suspected conspiracy with others, or by acting in such a man-

ner as to create suspicion of membership in a secret society. There are innumerable other ways to obtain treason points; these are only the most common ones.

Secret Society Points are similar to commendation points, except that they represent a character's status within his secret society. Acquisition of sufficient secret society points will advance a character in the power structure of the society, and may give him privileged access to information, equipment, or other assistance through the society.

A traitor receives positive modifiers to his intimidation skill.

5. COMPUTER MISSIONS

As Troubleshooters you can expect to receive regular mission assignments in the service of The Computer. Your priorities (from The Computer's point of view, at least) should be:

1. To root out and destroy traitors.
2. To fulfill your mission responsibilities, and
3. To protect the lives of The Computer's valuable agents (yourself included.)

Your personal priorities may differ. You may be more concerned about your own survival, or advancing in your secret society, or overthrowing The Computer. However, any behavior that suggests deviation from The Computer's priorities is sufficient cause for suspicion of treason.

Before each adventure begins, your gamemaster will give you The Computer's mission assignment. The mission assignment will include the mission's objectives, a list of the Troubleshooters who will cooperate in the mission, a list of any equipment to be assigned, and any briefing notes (e.g., maps, background information, access codes, special warnings, etc.). Also your gamemaster may take each player aside in turn and give him or her certain confidential information about the mission or about the other Troubleshooters. (This may be secret instructions from The Computer, or unauthorized information obtained by your secret society, or any other information that a character would know, but the other characters — and their players — could not know).

Once the adventure begins, the gamemaster will describe the settings and circumstances, and the players will describe the intentions and actions of their characters. Usually this activity is carried on in public, with all the players entitled to listen to the gamemaster and the other players. However, whenever a player wishes to ask a private question or perform a secret action, there are two common methods: 1. the private gamemaster/player conference, and 2. gamemaster and player note exchange. Your gamemaster will explain how these work during play sessions. However, note that frequent private sessions with the gamemaster will slow down the adventure, leaving some players to sit and wait while the gamemaster conducts private business with one player. Notes are a more efficient method of secret communication with the gamemaster, and they don't interrupt play.

If any intelligent equipment (i.e., robots) is assigned to the mission unit, The Computer will assign one Troubleshooter as the prime operator. He and only he has the authority to direct the equipment. He may, if he wishes, assign another Troubleshooter as the secondary operator. If the prime operator is killed or incapacitated during a mission, the secondary operator has the authority to direct the equipment. He may then in turn assign a secondary operator, and so forth. Directing intelligent equipment without authority is treason.

Not assigning a secondary operator gives an incentive to other Troubleshooters to keep you alive so the equipment can be used. However, if you are incapacitated, and the mission fails because you have assigned no secondary operator, you will be guilty of treason.

If the mission involves travel outside the Alpha Complex, each Troubleshooter is assigned a com unit. These are long-distance radio/video devices which permit communication among Troubleshooters. They are constantly monitored by The Computer. Through these devices The Computer can keep track of all communications between Troubleshooters and follow the progress of the mission. Failure to carry your com with you at all times is cause for suspicion of treason. (If you sneak away from the com to talk to someone else, obviously you are conspiring against The Computer.)

6. DRAMATIC TACTICAL MOVEMENT & COMBAT

Many other role-playing games have elaborate movement and combat systems reflecting their ancestral wargame heritage. These systems are good for those who enjoy wargames, but they emphasize competition rather than drama, and their complicated rules slow down the action. *Paranoia* uses a "dramatic tactical system" — a sort of unsystem — to encourage fast and flamboyant action.

The key to the system is a complete reliance on the gamemaster for the details of movement, combat, and environment. You're completely in his hands. You tell him what you want to do, and he'll tell you if you're successful. No counting hexes or phases. No painstaking maneuvering of figures or counters through a complex series of procedures.

The gamemaster tells you what you see.

You say what you want to do.

The gamemaster tells you what happens.

In this system the clever gamer does not seek to optimize his tactical advantage over an opponent. He tries to get the best dramatic advantage. The more entertaining tactic will win out over the more deliberate wargaming tactic.

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

Be boring, and you're dead.

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

7. *PARANOIA* ETIQUETTE

Paranoia is unlike most other role-playing games in that it depends on keeping the players in the dark about the details of the adventure setting.

For example, the *Gamemaster's Handbook* is classified ULTRAVIOLET. As such, only the most advanced players should have access to its contents. However, there is no practical way we, the publishers, can prevent players from seeing it.

Any player may, if he wishes, purchase and read the *Gamemaster's Handbook*. Detailed knowledge of *Paranoia's* game systems shouldn't be punished, since such knowledge is likely to develop as a player plays the game anyway. However, if a character shows knowledge of information in the *Gamemaster's Handbook* that he could not know without access to the *Gamemaster's Handbook* (for example, how to operate a Warbot), he immediately earns a treason point. Each time he displays such knowledge from classified information sources, he earns an additional treason point. Penalties may be progressively more stiff for repeated offenses.

So, players should be aware that they may read the *Gamemaster's Handbook,* but that much of the information will be of little practical use to their characters, since actually using such information is cause for suspicion of treason.

Many activities that would be unobjectionable in other role-playing games would be very bad form in *Paranoia*. For example, looking at another player's character sheet is an unfair method of obtaining evidence of treason against him. Eavesdropping on another Troubleshooter while playing in character is fine, but eavesdropping on the private conference between the gamemaster and a player is cheating.

Please respect the privacy of the gamemaster and other players. The ignorance, uncertainty, and paranoia in Alpha Complex are important elements in the drama of a *Paranoia* adventure. Each player and the gamemaster is entitled to the confidentiality of his characters, character records, and player-gamemaster communications.
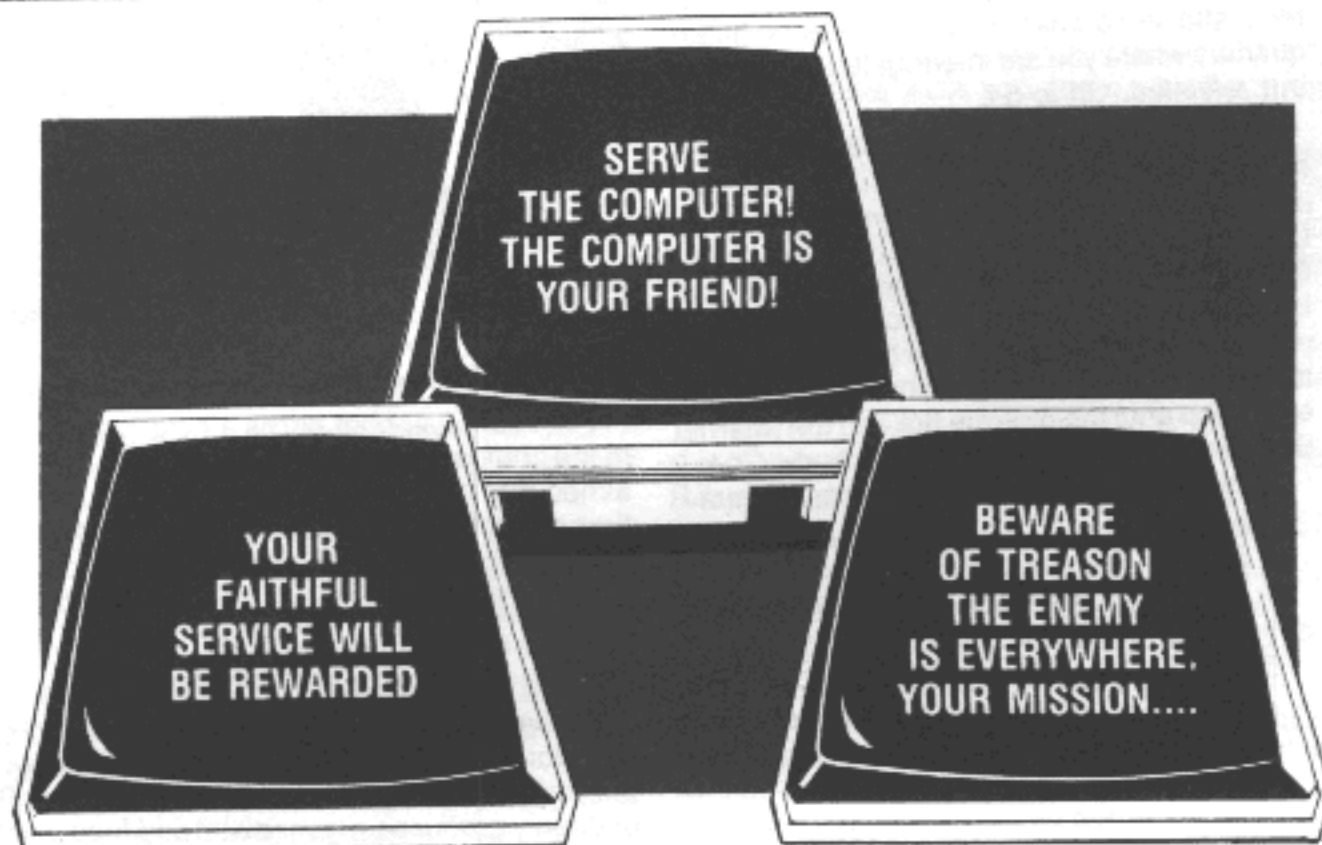
8. ENTERING THE WORLD OF *PARANOIA*

You now have all the information you need to play a beginning character in the world of *Paranoia.* Admittedly you don't know very much, but that is the key to the suspense and adventure of *Paranoia.* Life can be very exciting when you can't tell who your enemies are. A successful Troubleshooter will develop a healthy sense of insecurity.

However, you can't let that paranoia paralyze you. You must survive. You must resist. You must use wit, intuition, and daring to rise to higher levels of power and privilege. There you may learn the secrets forbidden by your security clearance.

SECURITY CLEARANCE RED.
SECURITY CLEARANCE ORANGE.
SECURITY CLEARANCE YELLOW.
SECURITY CLEARANCE GREEN.
SECURITY CLEARANCE BLUE.
SECURITY CLEARANCE INDIGO.
SECURITY CLEARANCE VIOLET.
ULTRAVIOLET? Beyond? What are they afraid to let you know...?

SERVE
THE COMPUTER!
THE COMPUTER IS
YOUR FRIEND!

YOUR
FAITHFUL
SERVICE WILL
BE REWARDED

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

9. A SOLITAIRE ADVENTURE

Usually *Paranoia* adventures require at least one gamemaster and one or more players. A special kind of *Paranoia* adventure, called a "solitaire," lets you play by yourself. This solitaire adventure is included here to introduce you to the basic concepts and settings of *Paranoia*.

To run this adventure you need pencil, paper, dice, and the sample character sheet prepared for David R-URK-1. Begin reading with the section labelled "1". Each section will describe a situation, then ask you to choose between two or more courses of action. When you choose your action, follow the directions and go the section indicated according to your chosen action. As you go through the adventure, you will occasionally be asked to record certain codes. Write these on a piece of paper. When you get to the end of the adventure, the significance of the codes you recorded will be explained.

After you complete this adventure, try it again. Only this time try making different choices and see how it affects the outcome. Even if you are successful, try the adventure again and see what happens if you do foolish things. The adventure will give you a good idea of the problems, decisions, and consequences a Troubleshooter must face in performing missions for The Computer.

1. TROUBLESHOOTERS: David-R-URK-1, Technical Services, Joshua-R-THR-2, Technical Services, Edith-O-OFX-2, Technical Services.

MISSION: Surveillance Systems Check, Sector Infrared F6.

Rendezvous at I-F6 headquarters at 1300 hours. Investigate suspected surveillance systems malfunction in residence quarters of Lonnie-KKD-3 and Virgil-KKD-4. Residence coordinates F6-117/KKD.

Do you accept the mission?
If yes, go to 07.
If no, go to 14.

2. She keeps her weapon trained on you until the morgue bot and the Internal Security squad come for Joshua's body. When they arrive, she accompanies you to sector headquarters where you are interrogated thoroughly, but released. *Go to 54.*

3. Joshua fires at Edith and misses, leaving himself open. Edith fires and doesn't miss.

Joshua drops, shot right between the eyes. Edith turns to you, covering you with her pistol. Edith's display of laser pistol marksmanship has impressed you. You doubt you could quick-draw your laser and fire before she nails you. There is no room to run. She keeps her weapon trained on you until the morgue bot and the Internal Security squad come for Joshua's body. Go to 9.

4. You have a clear shot at either Joshua R or Edith-O.
If you fire your laser, go to 41.
If you have experimental anti-personnel device X324-09, and you fire it. go to 23.

5. It is a bad idea to turn your back on Edith O, Internal Security. Edith O is a crack shot with a laser. You take a few steps to the door and a searing pain rips through your back and into your chest. When you regain consciousness,

you are in a hospital under guard. *Go to 19.*

6. A tiny note is written on a fragment of Health Bread lying on the floor of the booth. It reads, "Edith O is Internal Security. Terminate her." You notice no one observing you. You eat the message and proceed to the rendezvous. Go to 43.

7. An experimental anti-personnel device is available for testing. Will you accept assignment of this device for this mission?
Do you accept assignment of an experimental device?
If yes, go to 26.
If no, go to 44.

8. You apparently didn't hit anything, or the weapon didn't work. You suffer a number of minor burns from melted plastic fragments. Go to 3.

9. Internal Security agents arrive immediately, with docbots not far behind. Your wound receives prompt attention as Internal Security questions you. You are sent to a hospital, where you receive a visit from your supervisor, who presents you with a 20-credit reward and a note of commendation from The Computer. Joshua R is apprehended within minutes of your prompt report. He is immediately terminated. *Record an M code and go to 54.*

10. Your laser shot burns a hole in the wall. In the confusion no one could tell who you had aimed the shot at. *Record an N code.* Joshua fires at Edith and misses, leaving himself open. Edith fires and doesn't miss. Joshua drops. Edith turns to you, covering you with her pistol.
If you shoot at her, go to 47.
If you holster your weapon, go to 02.

11. Joshua apparently finishes whatever he was doing and steps toward Edith O who is in the hall searching with her device. Joshua R suddenly produces a laser pistol and fires point

blank into Edith O's face. Edith crumples without a sound. *Record an L code* and choose one of the following actions:
If you duck out of sight, go to 39.
If you draw and ready a weapon, go to 21.
If you ask Joshua R what he's doing, go to 15.
If you do nothing but continue to observe, go to 33.

12. David R has never been a convincing liar, but he gets lucky, and Edith O apparently believes David's explanation that he just "tripped" over the toolbox. Edith holsters her laser. *Record an H code and go to 36.*

13. You're not exactly sure how it operates. As you were opening the case, a couple of red, green, and blue wires became detached. You're not exactly sure how they were originally attached. You can put them back together if you like, but who knows what will happen if you use it? *Record an E code and go to 50.*

14. Failure to accept mission is treason. Repeat. Do you accept the mission?
Do you accept the mission?
If yes, go to 07.
If no, go to 51.

15. Joshua turns to you with a fanatic gleam

in his eye and says, "Freeing Man from the Machine! One day we all shall be free!" He then points his laser at you. Go to 33.

16. You made it past Joshua through the door and into the corridor. Joshua fires once more in your direction, wounding you in the hand. Joshua panics, and dashes away. Pursuit is impossible in the frenzied crowd. Your injured hand begins to throb.

If you immediately seek a terminal and report the preceding events to The Computer, go to 09.
If you try to flee the area, searching for a place

to hide, go to 46.

17. (At this point the gamemaster would normally roll dice and consult his charts to determine the effect of your shot on Edith. Here we will graciously assume that David R is terrifically lucky.)

Joshua's shot at Edith misses and hits the wall. Edith finishes Joshua off with a single well-aimed shot. However, since she left herself wide open to your shot, you drill her directly in the temple and she slumps to the floor, killed instantly. *Record an L code.*

Now you have a problem. Two dead Troubleshooters.

If you try to escape, go to 45.

If you give youself up, explaining that the two Troubleshooters killed each other, roll 1D100. (David R has a 5% chance to Con his interrogators into accepting his story.)

If you roll 05 or less, go to 53.
If you roll 06 or more, go to 53.

18. With your mutant vision you can see that Joshua is screwing a green-ringed barrel into his laser pistol. A green-ringed barrel should not be available to a security clearance RED like Joshua. You have no armor against green laser weapons, and Edith probably doesn't either.

If you shout a warning aloud, record an I code and go to 30.

If not, record a J code and go to 11.

19. Edith O, Internal Security, has taken you into custody and reported your behavior to The Computer. David-URK-1 is no longer a Troubleshooter. Your adventure is over. You are now a low-status laborer in the foul-smelling food vats with a record of treasonous behavior. The Computer is your friend.

20. You may be able to determine more about the device by taking it apart and examining it.

If you attempt this, your Equipment Repair, Technician, and electronics skills give you a 30% chance of success. Roll 1D100.

If you roll 30 or less, go to 32.
If you roll 31 or more, go to 13.

If you do not attempt this, go to 50.

21. Joshua's weapon is ready. He gets his shot off first. *Go to 33.*

22. Edith O goes down twitching and writhing. Joshua turns and smiles at you, then fires his laser at you. *Record an L code and choose one of the following actions:*

If you try to dodge his shots and escape into the hall, go to 34.

If you try to draw your laser left-handed and return fire, go to 21.

If you try to engage Joshua R in hand-to-hand combat, go to 52.

23. *If you have recorded an E code, go to 8, otherwise go to 35.*

24. You overhear, "...and your request for information, of that nature is highly inappropriate. For the present I'll content myself with a report to The Computer of your request. If there are any further indications of suspicious behavior from you, I shall request specifically that you be removed from this mission. Do you have any idea of the consequences of being removed from a mission by a project leader? The subject is closed!"

The voice changes as the speaker walks toward you. You have just enough time to move away from the door and look innocent when Edith O and Joshua R enter the room.

Go to 36.

25. Joshua R's toolkit contains nothing unusual. Edith O's toolkit immediately sounds a beeping alarm when you touch it. The voice in the next room stops instantly.

If you try to silence the alarm using your mechanical skill, go to 37.

If you leave the room immediately, go to 05.

26. You have been assigned Experimental Anti-Personnel Device X324-09. It is called a neurostunner. It is used like a laser pistol. It requires less skill to target than a laser pistol. You will be rewarded for your loyalty to The Computer.

Record the serial number of the experimental device on your character sheet. The device has no user's manual.

Do you ask for more information on the device?
If yes, go to 38.
If no, go to 20.

27. This paragraph is not part of the solitaire adventure. Therefore, if you are reading this you have not followed The Computer's instructions. *Give yourself 1 Treason Point.*

28. You duck Joshua and almost make it to the door. A searing pain flashes through your chest. You fall to the ground. As the light seems to recede from you, you recall playing ball in the corridors as a child.

David R is dead. Joshua R is swiftly apprehended and terminated. Edith O receives a hero's funeral and a ten-minute spot in the evening newstape.

That is all. The Computer is your friend.

29. Joshua R apparently has Red Reflec laser armor and your shot hit but only stunned him. However, you distracted him enough to let Edith O drill him right between the eyes. He drops like a seized-up bot and lies still on the floor. Edith O holsters her laser and thanks you for help. She keeps an eye on you, however, as you both wait for the morgue bot and the Internal Security team to come pick up the body. Edith O promises to recommend you for promotion for your loyal assistance. *Record a K code and go to 54.*

30. Edith O and Joshua R both hear your shout. Edith O draws her weapon. Joshua R takes a shot at Edith O but misses as Edith ducks for cover.

If you duck out of sight, go to 48.
If you draw and ready a weapon, go to 04.
If you do nothing but continue to observe, go to 03.

31. David R has a basic 5% chance at Fast Talk skill (since he has no special training or experience). His −5% Believability Bonus would reduce his chance to 0%, but a character can never have less than 5% chance to suc-

ceed in any skill. Roll D100.

If you rolled 05 or less, go to 12.
If you rolled 06 or more, go to 49.

32. You're not exactly sure how it operates, but has an awfully large power pack and no apparent provision for setting the amount of power you use when you fire it. You put it back together with confidence that you haven't damaged it. *Record a D code and go to 50.*

33. Joshua's laser blast catches you right in the chest. There's a searing pain, then blackness. Somewhere a distant voice says, "There, you poor devil, at least you're finally free of the Machine." Then there is silence.

David R is dead. Joshua R is quickly apprehended by Internal Security. The charge is treason and destruction of Computer property. Joshua is immediately terminated.

That is all. The Computer your friend.

34. Joshua R fires and misses. If you can just dodge him and make it out the door, you'll be in a corridor with crowds of people. To successfully dodge past Joshua R, you must pass what is called an "attribute check"; that is, you must roll 5% X the appropriate attribute (in this case, agility) or less to successfully execute the maneuver you want to perform. Roll 1D100.

If you roll 65 or less (5% X 13, your agility rating), go to 16.

If you roll 66 or more, go to 28.

35. The neurostunner releases a powerful blast of energy. At the same time, the device suddenly grows hot in your hand and explodes before you can release it, showering you with little bits of hot metal and plastic. Roll 1D100.

If you roll 80 or less and fired at Edith O, go to 22.

If you roll 80 or less and fired at Joshua R, go to 40.

If you roll 81 or more, go to 08.

36. "David R? This is Joshua R and I'm Edith O." Striking a threatening pose, "I'm in charge of this operation," says Edith O, "and don't either of you ever forget it!"

Edith O directs Joshua R and you to pick up your toolkits and follow her. She leads the way to the residence quarters of Lonnie-KKD-3 and Virgil-KKD-4 at coordinates F6-117/KKD. She produces a key and opens the door. She sends Joshua R into the common room to check the master unit. You are sent to examine the remote unit in the sleeping room. Edith O checks on Joshua R and you, then turns her attention to searching the walls and floors with a strange device.

You can see Joshua R in the other room. He is out of Edith O's sight. Joshua R doesn't appear to notice you looking. Joshua R pulls something from a pocket of his coveralls and looks to be fiddling with it.

You can't see well at this distance, but your mutation, Advanced Vision, may make it possible for you to see what Joshua R is doing.

If you use your mutant power to observe Joshua, go to 18. Otherwise, go to 11.

37. The alarm cannot be shut off quickly or easily. A woman appears at the door to the next room with a laser in her hand.

If you raise your hands and surrender, go to 49.

If you try to Fast Talk your way out of the situation, go 31.

If you run from the room, go to 05.

If you attempt to attack the woman with a

weapon or hand-to-hand combat, go to 42.

38: I'm sorry. That information is not available to *RED* security clearance.

Record a C code on your character sheet and go to 20.

39. Joshua R leans in the door, fires and misses. You'll never get your weapon ready before Joshua can fire again at point-blank range. If you can just dodge him and make it out the door, you'll be in a corridor with crowds of people. To successfully dodge past Joshua R, you must pass what is called a "attribute check"; that is, you must roll 5% X the appropriate attribute (in this case, agility) or less to successfully execute the maneuver you want to perform. Roll 1D100.

If you roll 65 or less (5% X 13, your agility rating), go to 16.

If you roll 66 or more, go to 28.

40. Joshua R goes down twitching and writhing. Edith O turns and covers you warily with her pistol, but when she sees your weapon has disintegrated, and that you are injured, she holsters her laser and gives you first aid. She treats you with respect as you wait for the Internal Security Squad to come pick up Joshua's twitching form. As you are borne away by the docbot, she salutes you for your courage and assures you that The Computer will reward your faithful service. Her final handshake is a little warmer and more prolonged than is stricly proper between Troubleshooters of the opposite sex. *Go to 9.*

41. You are a bad shot with a laser — only 37% chance of hitting a target. Roll D100 and select a victim.

If you roll 37 or less and fired at Edith O, go to 17.

If you roll 37 or less and fired at Joshua R, go to 29.

If you roll 38 or more, go to 10.

42. Edith O's weapon is drawn and aimed; you have to draw your weapon or charge across

the room. Edith O's first shot hits you in the chest. You are losing consciousness and slumping to the floor when her second shot finishes you off. (Since you attempted to attack, she felt no obligation to bring you in alive.)

David R is dead. Edith will get a commendation point for dispatching a traitor.

Treason does not pay. Serve The Computer. The Computer is your friend.

43. Joshua R and Edith O are not in the headquarters conference room when you arrive, but the toolkits of each are sitting on the floor behind the door. You can hear the sound of a woman speaking sharply to a man in the next room, but you cannot make out what she is saying.

If you open and examine the contents of their toolkits while the room is empty, go to 25.

If you move closer to eavesdrop on the woman's voice, go to 24.

If you neither examine the toolkits nor move to eavesdrop, but sit quietly and wait for the other Troubleshooters, go to 36.

44. Testing of experimental devices is a service to The Computer. The Computer is your friend. Will you reconsider and accept assignment of this experimental device?

Do you accept assignment of an experimental device?

If yes, record an A code on your character sheet and go to 26.

If no, record a B code on your character sheet and go to 50.

45. Since records clearly indicate that you were with Edith O and Joshua R on this mission, it is only a matter of time before the Internal Security agents find you. Flight to avoid apprehension is deemed sufficient grounds for summary execution.

David R is ambushed and slain by a squad of Internal Security agents. The agents receive commendations for the prompt and efficient performance of their duties.

Treason does not pay. Serve The Computer. The Computer is your friend.

46. Internal Security agents, lead by reports from loyal citizens concerning a man with a hand injury behaving strangely in F6 Sector, quickly apprehend you. In the absence of contradictory testimony, The Computer finds your flight to avoid apprehension as sufficient evidence of treason. You are terminated.

David is dead. Several agents in Internal Security receive commendations for their swift and efficient apprehension of a fugitive.

Treason does not pay. Serve The Computer. The Computer is your friend.

47. Edith O has Red Reflec laser armor. Your shots don't affect her. She finishes you off casually.

David R is dead. Edith receives a commendation for dispatching two traitors.

48. You hear the sound of several laser discharges, then silence. Edith steps into the room where you are and sees you are unarmed. She keeps her weapon on you until the morgue bot and the Internal Security squad come for Joshua's body. *Go to 54.*

49. David R's lame excuse that he "tripped" over the toolbox apparently doesn't satisfy Edith O. *Go to 19.*

50. As you proceed to the rendezvous with your fellow Troubleshooters at F6 headquarters, a passerby gives the Pro Tech secret society hand signal and whispers, "Pro Tech mission. Check confession booth with cracked door for details." The confession booth with a cracked door is directly ahead.

If you stop and look inside for a message, record an F code and go to 06.

If you do not stop, proceeding directly to the rendezvous, record a G code and go to 43.

51. Failure to accept the mission is treason. David URK-1 is assigned to food vat service. Possession of RED security clearance equipment is treason. A Red Reflec suit and laser are no longer assigned to David URK-1.

Your adventure is over. You are now a low-status laborer in the foul-smelling food vats with a record of treasonous behavior. The Computer is your friend.

52. You have to close with Joshua to fight hand-to-hand. You run right into his laser blast. Go to 33.

53. Whether the interrogators believe the story or not, the evidence is incontrovertible. Your laser killed Edith O. The Computer judges you guilty of treason and orders your execution.

David R is dead. Treason does not pay. Serve The Computer. The Computer is your friend.

54. You have survived the mission.

Normally you would not know whether you had received any commendation or treason points. The gamemaster would keep those secret from you. However, in order to help you understand how the world of **Paranoia** works, this one time you will be told how many commendation, treason, or secret society points you have earned, and you'll also be told why you received them. Compare the codes you recorded as you proceeded through the adventure with the annotated list on the next page. They will explain what points you received (and why) during the course of your mission.

CHARTS AND TABLES SECTION

DEKE-B-ORD-6
PLEASE REPORT
IMMEDIATELY TO
THE NEAREST
TERMINATION CENTER
THANK YOU

3.5.1 NORMAL MUTANT POWER TABLE

D100 Roll	Mutant Power	Type of Power
01-04	Advanced Hearing	biological
05-08	Advanced Vision	biological
09-12	Advanced Touch	biological
13-16	Advanced Taste	biological
17-20	Advanced Smell	biological
21-24	Superior Strength	biological
25-28	Superior Agility	biological
29-32	Superior Endurance	biological
33-36	Superior Manual Dexterity	biological
37-40	Superior Power Index**	biological
41-44	Regeneration	biological
45-48	Chameleon	biological
49-52	Charm	biological
53-56	Magnetosense	biological
57-60	Superior Mechanical Aptitude	mental
61-64	Superior Moxie	mental
65-68	Superior Chutzpah	mental
69-72	Combat Mind	mental
73-76	Empathy	mental
77-80	Mechanical Intuition	mental
81-84	Telepathic Sense	psionic
85-88	Mental Block	psionic
89-92	Precognition	psionic
93-96	Minor Telekinesis	psionic
97-00	Extraordinary Power (Roll on Table 3.52)	—

**This mutation is useless without another mutant power. If you roll this mutation and are not entitled to more than one mutation, you may roll again to select another mutation.

3.4.1 SERVICE GROUP TABLE

1D10 roll	Service Group
1	Internal Security
2	Technical Services
3-4	Housing Preservation & Development, and Mind Control
5	Armed Forces
6-7	Production, Logistics, and Commissary
8	Power Services
9	Research and Design
10	Central Processing Unit

3.3.1 SECONDARY ATTRIBUTES TABLE

primary attribute	strength	strength	endurance	agility	manual dexterity	moxie	chutzpah	mechanical aptitude
secondary attribute	carrying capacity	damage bonus	macho bonus	melee bonus	aimed weapon bonus	comprehension bonus	believability bonus	repair bonus
attribute value								
2	25	—	—	−25%	−25%	−30%	−35%	−30%
3	25	—	—	−20%	−20%	−25%	−30%	−25%
4	25	—	—	−15%	−15%	−20%	−25%	−20%
5	25	—	—	−10%	−10%	−15%	−20%	−15%
6	25	—	—	−5%	−5%	−10%	−15%	−10%
7	25	—	—	−4%	−4%	−5%	−10%	−5%
8	25	—	—	−3%	−3%	−3%	−5%	−3%
9	25	—	—	−2%	−2%	−2%	−3%	−2%
10	25	—	—	−1%	−1%	−1%	−1%	−1%
11	25	—	—	+1%	+1%	+1%	+1%	+1%
12	25	—	—	+3%	+3%	+2%	+3%	+2%
13	30	—	—	+5%	+5%	+4%	+5%	+4%
14	35	+1	−1	+7%	+7%	+5%	+7%	+5%
15	40	+1	−1	+10%	+10%	+7%	+10%	+7%
16	45	+1	−1	+12%	+12%	+10%	+12%	+10%
17	50	+1	−1	+15%	+15%	+12%	+15%	+12%
18	55	+1	−1	+17%	+17%	+15%	+17%	+15%
19	60	+2	−2	+20%	+20%	+17%	+20%	+17%
20	65	+2	−2	+22%	+22%	+20%	+22%	+20%
21	70	+2	−2	+25%	+25%	+22%	+25%	+22%
22	75	+2	−2	+27%	+27%	+25%	+27%	+25%
23	80	+2	−2	+30%	+30%	+27%	+30%	+27%
24	85	+3	−3	+32%	+32%	+30%	+32%	+30%
25	90	+3	−3	+35%	+35%	+32%	+35%	+32%
26	95	+3	−3	+37%	+37%	+35%	+37%	+35%
27	100	+3	−3	+40%	+40%	+37%	+40%	+37%
28	105	+3	−3	+42%	+42%	+40%	+42%	+40%
+1	+5	—	—	+2%	+2%	+2%	+2%	+2%

Note: Attributes may be increased above normal limits by mutant powers. If an attribute above 28 is obtained, extend the table as indicated by the last line — i.e., carrying capacity increases by 5 for each point above 28, melee bonus by 2%, etc. Damage bonus never rises above +3 nor macho bonus above −3.

CHARACTER GENERATION SUMMARY

1. Take character sheet.
2. Write down a name.
3. Roll for primary attributes (3.2).
4. Look up secondary attributes (3.3).
5. Roll service group (3.4).
6. Roll mutant power (3.5).
7. Roll secret society (3.6).
8. Choose skills (3.7).
9. Choose equipment (3.8).
10. Make a copy for the gamemaster.

ROY G. BIV.

INFRARED
RED
ORANGE
YELLOW
GREEN
BLUE
INDIGO
VIOLET
ULTRAVIOLET

A formula which may help you remember percentages is:

Base Percentage = 15% + (5 x highest skill number)

where "skill number" is the number written next to the skill name on the character sheet (in the example above, the number "5" for pistol, the number "3" for laser, etc.).

Below is a list of some of the typical items or services that might be purchasable in Alpha Red/One. Many other items or services may be available at the gamemaster's option. Many items or services are strictly valuable as symbols of power and influence. Their conspicuous ownership may help you impress other citizens and Troubleshooters, giving you a better chance to persuade or browbeat them into serving your will.

EQUIPMENT

Flashlight: 10 credits
Hottorch (combination fire-starter and cutting torch): 100 credits
Gasmask: 50 credits
SuperGum/Solvent: 25 credits
InfraSpecs (IR goggles): 100 credits
Smoke Alarm: 25 credits

Plasticord (synthetic rope): 1 credit/foot
Bullhorn: 50 credits
Picture of video heroine Tella-O-MLY-1 (known as Teela O'Malley) with a mirror on the reverse side: 5 credits (This is a popular lucky charm among the Troubleshooters.)

3.6.1 SECRET SOCIETY TABLE

1D100 roll	Secret Society
01-05	First Church of Christ Computer-Programmer
06-10	Spy for Another Alpha Complex
11-15	Psion*
16-20	Humanists
21-25	Mystics
26-30	PURGE
31-35	Anti-Mutant
36-40	Frankenstein Destroyers
41-45	Corpore Metal
46-50	Spy for a Service Group
51-55	Romantics
56-60	Pro-Tech
61-65	Programs Group
66-70	Communists
71-75	Computer Phreaks
76-80	Illuminati
81-85	Free Enterprise
86-90	Death Leopard
91-95	Sierra Club
96-00	Other (See your Gamemaster for details)

*Roll again if you do *not* have a Psionic Mutation.

3.5.2 Extraordinary Mutant Power Table

D100 Roll	Mutant Power	Type of Power
01-05	Lung/Gill Adaptation	biological
06-10	Matter Eater	biological
11-15	Polymorphism	biological
16-20	Adrenalin Control	biological
21-25	Electroshock	biological
26-30	Suspended Animation	mental
31-35	Number Cruncher	mental
36-40	Eidetic Memory	mental
41-45	Suggestion	mental
46-50	Machine Sense*	mental
51-55	Paralyzer	psionic
56-60	Trance Teleport	psionic
61-65	Levitation	psionic
66-70	Telepathic Projection	psionic
71-75	Deep Probe	psionic
76-80	Mental Blast	psionic
81-85	Pyrokinesis	psionic
86-90	Empathic Healing	psionic
91-95	Machine Empathy*	psionic
96-00	Luck	psionic

*Revelation of this power to the Computer will result in immediate and lasting execution.

3.7.1 PARANOIA SKILL TREES

In *Paranoia* Troubleshooter skills are organized into tree structures. There are five broad categories of skills:

- Basic Operations
- Personal Developments
- Hostile Environments
- Vehicle Services
- Technical Services

3.7.1 BASICS (1)

Melee Combat (2)
- sword (3)
- knife (3)
- truncheon (3)
- force sword (3)
- neurowhip (3)
- unarmed (3)
- brass knuckles (3)

Weapon Maintenance (2)
- laser (3)
- projectile (3)
- energy (3)
- sonic (3)
- field (3)
- melee (3)

Special Services (2)
- chemical weapons (3)
- demolition (3)
- medical (3)
- surveillance (3)
- security (3)
- grenades (3)

Aimed Weapon Combat (2)

Laser (3)	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)

Leadership (2)
- interrogation (3)
- forgery (3)
- bribery (3)
- motivation (3)
- psychescan (3)

Self-Improvement (2)
- endurance (3)
- strength (3)
- agility (3)
- manual dexterity (3)
- moxie (3)
- chutzpah (3)
- mechanical aptitude (3)

3.7.3 HOSTILE ENVIRONMENTS (1)

Survival (2)
- identifying wild foods (3)
- eating wild foods (3)
- hunting, fishing, and gathering (3)
- trapping (3)

Primitive Warfare (2)
- stealth (3)
- ambush (3)
- primitive melee weapons (3)
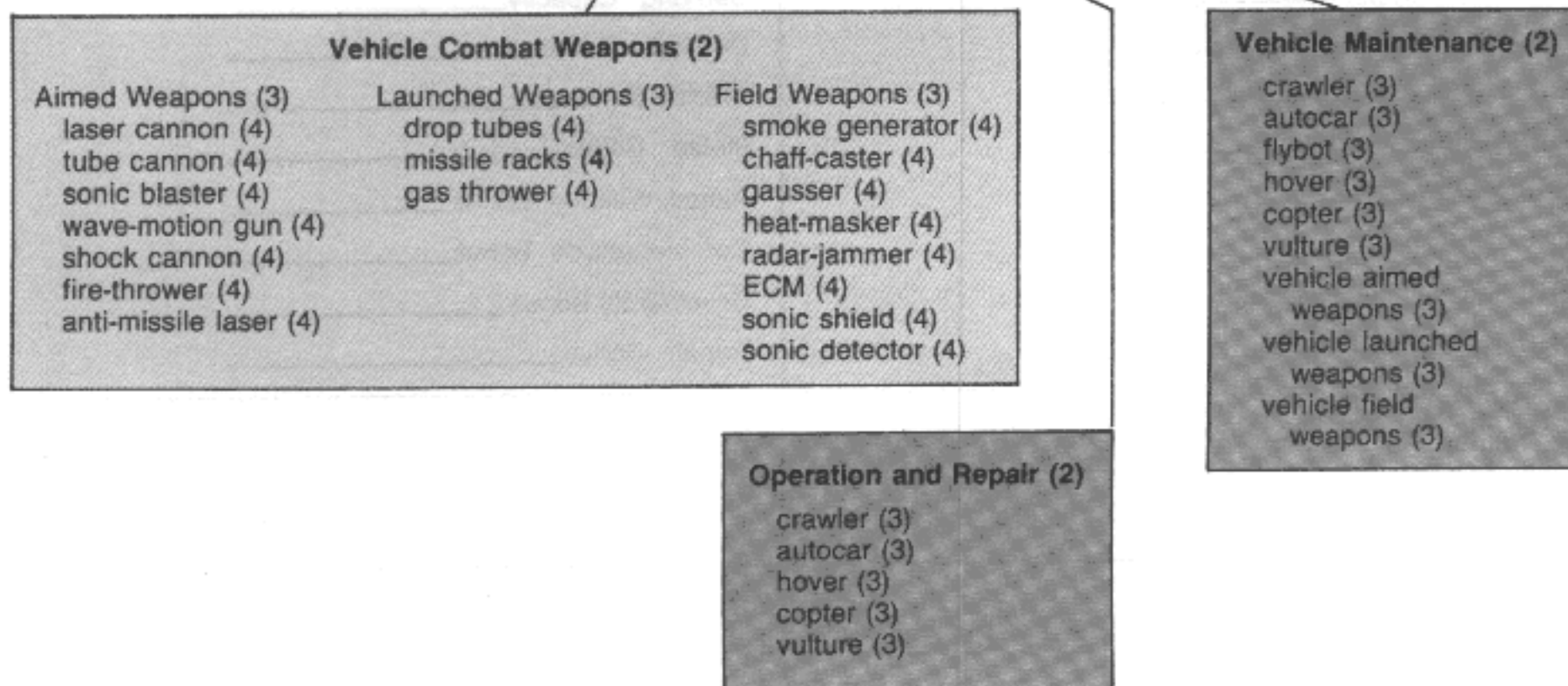- primitive aimed weapons (3)

Wild Lore (2)
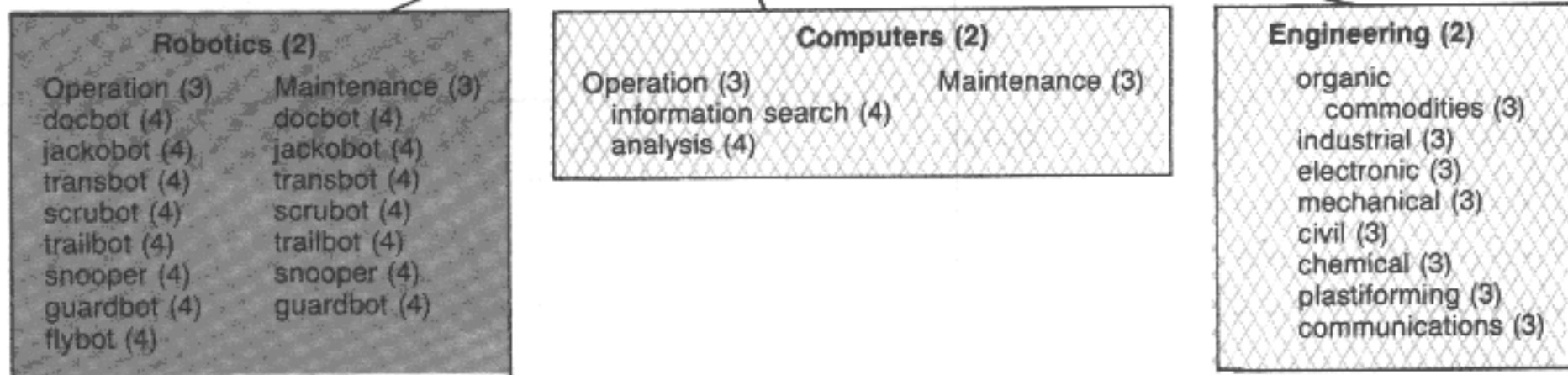- plant (3)
- animal (3)
- terrain (3)
- weather (3)

Travel (2)
- tracking (3)
- orienteering (3)
- navigation (3)
- camping (3)
- mountain climbing (3)

3.7.4 VEHICLE SERVICES (1)

Vehicle Combat Weapons (2)

Aimed Weapons (3)	Launched Weapons (3)	Field Weapons (3)
laser cannon (4)	drop tubes (4)	smoke generator (4)
tube cannon (4)	missile racks (4)	chaff-caster (4)
sonic blaster (4)	gas thrower (4)	gausser (4)
wave-motion gun (4)		heat-masker (4)
shock cannon (4)		radar-jammer (4)
fire-thrower (4)		ECM (4)
anti-missile laser (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)

3.7.5 TECHNICAL SERVICES

Robotics (2)

Operation (3)	Maintenance (3)
docbot (4)	docbot (4)
jackobot (4)	jackobot (4)
transbot (4)	transbot (4)
scrubot (4)	scrubot (4)
trailbot (4)	trailbot (4)
snooper (4)	snooper (4)
guardbot (4)	guardbot (4)
flybot (4)	

Computers (2)

Operation (3)	Maintenance (3)
information search (4)	
analysis (4)	

Engineering (2)

organic
  commodities (3)
industrial (3)
electronic (3)
mechanical (3)
civil (3)
chemical (3)
plastiforming (3)
communications (3)

SKILL BONUS KEY

Skills with similar colors and patterns are modified by the same secondary attribute skill bonuses.

- AIMED WEAPON BONUS
- MELEE WEAPON BONUS
- REPAIR BONUS
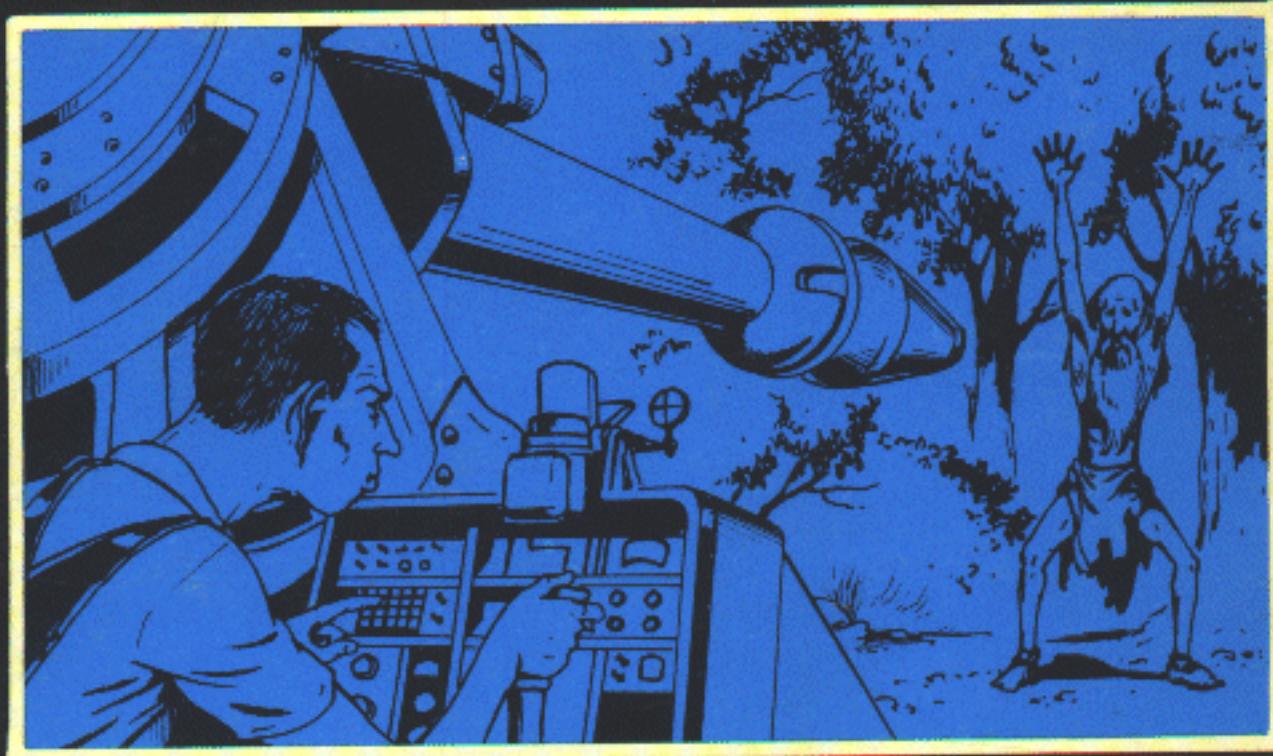- COMPREHENSION BONUS
- BELIEVABILITY BONUS
- (NONE APPLIES)

3.7.6 SERVICE GROUP SKILL SPECIALIZATION

group	skill categories
Internal Security	Basic Operations
Technical Services	Technical Services
Housing Preservation & Development and Mind Control	Personal Development
Armed Forces	Basic Operations or Vehicle Service or Hostile Environments
Production, Logistics, and Commissary	Vehicle or Technical Services
Power Services	Vehicle or Technical Services
Research and Design	Technical Services
Central Processing Unit	Any category

STAY ALERT!

TRUST NO ONE!

KEEP YOUR LASER HANDY!