

PARANOIA

PARANOIA

CRIMINAL HISTORIES



Brought to you by
BILL O'DEA
and the TRAITOR
RECYCLING STUDIO

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New Paranoia edition by
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PARANOIA™

Criminal Histories

A whole felonious background for your Troubleshooter, and ways to uncover your teammates' felonies

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THE COMPUTER

Knows more of your history than you do

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The history of You

Criminal Histories is a character creation system for ambitious **PARANOIA** players. This mighty 64-page book replaces and vastly expands the wimpy dozen or so pages of character creation rules in Chapter 3 of the **PARANOIA** rulebook. With this book you can give your brand-new Troubleshooter player character (PC) a lengthy rap sheet of past accomplishments, scandals, allies, enemies, skill and specialty bonuses, contraband equipment and possibly even multiple fatalities. To accumulate such a resume in conventional **PARANOIA**, you'd need to play half a dozen sessions with the same character—and how many Troubleshooters live that long?

Criminal Histories can benefit any character and any **PARANOIA** game, but it's especially designed to enhance two- and three-PC games. Until now, such small games haven't always captured much of the hallmark **PARANOIA** atmosphere. If you only have one teammate, it's not hard to guess who planted that grenade in your backpack. This book offers a solution, a way to promote paranoia on the head of a pin.

In place of the typical six-player cross-stitch pattern of 'kill this PC and that PC, but make sure this NPC survives', *Criminal Histories* lets you investigate and discover specific, named felonies and traitorous acts your fellow Troubleshooters committed before the game began—acts with specific, named accomplices or victims, committed in particular, defined life circumstances—acts that, if uncovered, mean termination and erasure—acts they would kill to keep secret. Won't that be fun?

Better yet! *Criminal Histories* gives your own Troubleshooter a similar rap sheet, so other players can investigate you, too!

What, that doesn't sound enticing? Think of it this way: Now you'll have a more personally compelling, even visceral reason to bump off your fellow PCs. Trust us, that's fun.

No character traits, just baggage

Unlike other (non-fun) roleplaying games, **PARANOIA** does not require you to assign your character an Alignment, a Nature, a Demeanor, a Psychological Limitation, an Arete or Angst or Sanity score, or a Myers-Briggs Personality Profile. The character creation rules leave your PC's personality an empty vessel, a vehicle for your own

behaviors, anxieties, suspicions, evasions, truckling remonstrances and righteous acts of vengeance.

Sure, you *can* roleplay your Troubleshooter's individual tics if you want, or take cues from his service group or secret society or even his mutation. But we think the game works best when you yourself, the player sitting at the table, experience *in your own person* the paranoid tension of Alpha Complex. To avoid filtering the fear and ignorance, we take the fake personality out of your way.

Criminal Histories keeps the character-vessel empty but (we push the metaphor to its limit) puts the vessel in a closet full of skeletons. The background you create for your Troubleshooter provides you strong motivation to protect your secrets, but none of it need imply a particular roleplaying approach or acting challenge.

Again, you may decide to take on such challenges, if you wish. You might find it interesting to roleplay a kleptomaniac Armed Forces soldier who got addicted to asperquaint, escaped Outdoors, went off his hormone suppressants, fathered a child, then returned to Alpha Complex to take revenge on the officer who ordered him to falsify records of a botched raid on a PURGE stronghold.

If you *want* to roleplay that guy, well and good. But remember, such fripperies aren't mandatory.

Using this book

Though *Criminal Histories* replaces the existing character creation system in Chapter 3 of the main **PARANOIA** rulebook, you should first become familiar with that system before using this one. To save space, this book skips the minutiae of choosing specialties and weaknesses, Perversity point bonuses for tics, and other stuff experienced players know.

To use this new system, start by photocopying the character sheet at the back; we give you permission to photocopy it (for personal use only!). Then consult the expanded character creation checklist starting on the facing page. Use the checklist to fill in the sections of your sheet. For most steps of the checklist you'll consult the tables in this book:

- ☉ Kick-start the character creation process by choosing one **character kit**, a prepackaged starting set of skill ratings, specialties, weaknesses and suggested service firm type and secret society. The

character kits are in Chapter 1. Pick one you like and write the corresponding ratings and narrow specialties on your sheet.

- ☉ The **skill lists, secret society tables and equipment list** in Chapter 2 are identical to the main rulebook. We reproduce them for your convenient reference. Note, though, the service firm tables are the expanded versions from the fine **PARANOIA** supplement *Service, Service!* Likewise, the mutation tables use the enlarged list of powers from the supplement *The Mutant Experience*. The new material in each table is easily skippable if your GM lacks the relevant book.

- ☉ The **Prehistory Pachinko** (Chapter 3) is the coolest part of the book, the graveyard from which you dig all the skeletons for your empty vessel's closet—uh, wait, our metaphor kinda got away from us. Anyway, the Pachinko is a collection of tables you use to generate a complete history for your character: service firm record, training bonuses, interesting 'found' equipment, allies, enemies and traitorous acts.

Find the Start Table at the beginning of Chapter 3, roll a 20-sided die (1d20) and consult the table row corresponding to the number you roll. The result sends you to another table, where you roll 1d20 again and either get an adjustment to your character or go on to still another table. Keep following the Pachinko's instructions until it says to stop. Repeat until your GM tells you to stop, you run out of clones or your wrist gets tired.

- ☉ Check out your PC's old service group job(s) in Chapter 4, and learn how he got his Troubleshooter training in Chapter 5. When you're done, you'll have a great background.
- ☉ Check the extensive list of **tics** in the appendix at the end of the book. As always, thank you for your cooperation.

How to create your character

Photocopy the character sheet at the back of this book. Following these directions, fill it out *in pencil*, not pen!

Name format: *First name* — *ROYGBIV security clearance initial* — *three-letter sector designation* — *clone number*. Ordinarily your clone number starts at 1 (the Prime), but, uhh, don't circle the 1 until you've finished the Prehistory Pachinko in Chapter 3. Not that anything could possibly go *wrong*, you understand, but...

Pick one **character kit** from those listed in Chapter 1. Pencil in the default skill and specialty ratings.

The Gamemaster determines your character's **occupation**. This character sheet assumes your character is a Troubleshooter. If your GM is using the *Extreme PARANOIA* rules supplement, your character might be a vidstar, mad scientist, executive, or something else.

Consult the tables in Chapter 2 to determine your **service group** and **service firm type**. The GM will tell you which specific firm of that type you work for. He may just designate a service group and firm for you based on your chosen character kit.


The service firm tables come from the *PARANOIA* supplement *Service, Service!* If your GM doesn't have that book, ignore any result with an asterisk (*) and roll again.

There's a long list of **tics** at the end of the book. Use them as inspiration in choosing your own two tics. Remember, a tic is by definition *visible* and *instantly recognizable* within a few minutes of casual association with your character.

Your **Mandatory Bonus Duty** may be assigned at the start of your mission or before play begins. The six MBDs in the first column are presented in the *PARANOIA* rulebook. The six in the second column come from the *Extreme PARANOIA* rules supplement. If your GM doesn't have that supplement, ignore these MBDs.

Use your chosen character kit's starting default **skill and specialty ratings**. Ratings range from 01 (terrible) to 18 (terrific).

If you're creating a character without a kit, roll 1d20 for each of your six skills, then halve the number rolled to get the rating; for results under 4, the skill's rating is 04. Or you can allocate 40 points among the skills (putting at least 4 in each one), or just make all the ratings 07.



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CRIMINAL HISTORY CHARACTER SHEET

Citizen: _____ - _____ - 1 2 3 4 5 6
Name Clearance Sector Clone number

Citizen's gender: M F Other Player: _____

Character kit: _____ Occupation: _____

Service group, firm type, firm name: _____

Tics: _____

MANDATORY BONUS DUTY	
<input type="checkbox"/> Team leader	<input type="checkbox"/> Ads & branding
<input type="checkbox"/> Comm & recording	<input type="checkbox"/> Agent provocateur
<input type="checkbox"/> Equipment guy	<input type="checkbox"/> Alertness officer
<input type="checkbox"/> Happiness officer	<input type="checkbox"/> Financial officer
<input type="checkbox"/> Hygiene officer	<input type="checkbox"/> Medical officer
<input type="checkbox"/> Loyalty officer	<input type="checkbox"/> Public relations

ACTION SKILLS		
Management Bootlicking _____ Chutzpah _____ Con Games _____ Hygiene _____ Interrogation _____ Intimidation _____ Moxie _____ Oratory _____ _____ _____ _____	Stealth Concealment _____ Disguise _____ High Alert (Scam Radar) _____ Security Systems _____ Shadowing _____ Sleight of Hand _____ Sneaking _____ Surveillance _____ _____ _____ _____	Violence Agility _____ *Energy Weapons (Violence +4) _____ Demolition _____ Field Weapons _____ Fine Manipulation _____ Hand Weapons _____ Projectile Weapons _____ Thrown Weapons _____ Unarmed Combat _____ Vehicular Combat _____ _____ _____

KNOWLEDGE SKILLS		
Hardware Bot Ops & Maintenance _____ Chemical Engineering _____ Electronic Engineering _____ Habitat Engineering _____ Mechanical Engineering _____ Nuclear Engineering _____ Vehicle Ops & Maintenance _____ Weapon & Armor Maintenance _____ _____ _____ _____	Software Bot Programming _____ C-Bay _____ Data Analysis _____ Data Search _____ Financial Systems _____ Hacking _____ Operating Systems _____ Vehicle Programming _____ _____ _____ _____	Wetware Biosciences _____ Bioweapons _____ Cloning _____ Medical _____ Outdoor Life _____ Pharmacotherapy _____ Psychotherapy _____ Suggestion _____ _____ _____ _____

HAPPINESS IS MANDATORY!

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Optionally, you may take up to six **common specialties** (the areas of concentration listed under each skill). Each specialty you choose has a rating 4 higher than the governing skill. If you take a common specialty, take a compensating common weakness in the same skill. The weakness rating is 01.

You have open 'slots' for six **narrow specialties**, one in each skill. Your kit includes a few narrow specialties. You can take the others now, or leave the slots open and define them during play. Each narrow specialty has a rating 6 higher than the governing skill, and no compensating weakness.

Each PC in the game has a **vital specialty** related to this particular session's premise. This character sheet assumes your character is a Troubleshooter, which means his vital specialty is Energy Weapons. If your GM is using the *Extreme PARANOIA* rules supplement, your character might be a vidstar, mad scientist, executive, or something else. In that case you'll have a different vital specialty in place of Energy Weapons, and you would treat Energy Weapons just like any other common specialty.

Your vital specialty rating is equal to the governing skill's rating plus 4. You can't take a vital specialty as a weakness, and it doesn't count against your six common specialties.

Service group specialty: Select one common specialty from the list for your service group in Chapter 2. The specialty rating is 4 higher than the governing skill, and has no compensating weakness. Alternately, if the service group grants you a specialty you've already taken, you can 'bump up' the existing common specialty's rating by 4 (maximum 18).

Creating your PC (continued)

The steps below relate to the back side of your character sheet, the secret side. Don't let other players see this side! Of course you must show it to your Gamemaster if he asks.

To determine your character's **mutation**, find which play style your GM is using (Classic, Straight or Zap) and consult the appropriate mutant power chart in Chapter 2.

These charts use the expanded mutation rosters in *The Mutant Experience*. If your GM isn't using that supplement, use only the top mutation chart for each style, and ignore the bottom chart.

Your character kit may suggest a **secret society**. The GM may assign you that society on the spot or may ask you to consult the secret society charts in Chapter 2.

Your starting degree (rank) depends on the GM's chosen play style: *Classic*=1d20 divided by 4, *Straight*=1, *Zap*=1d20.

Use Chapter 3's Prehistory Pachinko to determine your past treasonous acts. Record them here along with the punishment codes for your sad fate in case anyone finds out about said acts. If you run out of space, attach a separate sheet. Think of it as your resumé.

You don't know your **Power** and **Access** attribute ratings. But the Prehistory Pachinko in Chapter 3 may tell you to adjust these ratings.

Record the total adjustments and report them to your GM, who will take it from there.

Pick three skills from the **Secret skills** chart in Chapter 2: one Uncommon skill, one Unlikely and one Unhealthy. Rating for Secret skills not on the regular non-secret specialty list=1d20. For regular specialties: governing skill +4. If you already have that specialty or weakness, don't change the existing rating.

The Prehistory Pachinko in Chapter 3 will generate a number of people from your past, who may or may not like you, but who remember you and what you did. Write their names and service groups in your **Contacts** and **Enemies** lists. Who knows? You (or your teammates) may someday bump into those old acquaintances...

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CRIMINAL HISTORIES SHEET (SECRET SIDE)

Mutation(s): _____ Registered?
 Secret society: _____ Degree: _____
 Past treasonous acts: _____

Attribute ratings: Power **CLASSIFIED** Access **CLASSIFIED**

SECRET SKILLS	CONTACTS	ENEMIES
	Name	Svc grp

EQUIPMENT		
Personal	Assigned	Treasonous

OTHER STUFF

Credits	Addictions
Perversity	Current mandates
Treason codes and evidence against others	

SECRETS ARE TREASON!

Questions? rulesmasters@mongoosepublishing.com • Find more PARANOIA material of surprising brilliance and depth at www.mongoosepublishing.com • Sheet design by Michael Purgar

Consult the consolidated **equipment lists** in Chapter 2 to buy personal and treasonous equipment with your starting credit allotment. But wait until you've run through the Prehistory Pachinko in Chapter 3, because the tables there might bestow all manner of great and/or incredibly perilous stuff. Or bankrupt you, one or the other.

Starting **credits**=1,000cr, unless your GM tells you different. The Prehistory Pachinko in Chapter 3 may adjust that total for good or ill.

Starting **Perversity points**=25, plus up to 10 more if you selected two recognizable and unique tics. These are *your* Perversity points, not your character's, and will stick with you through thick and thin no matter how many PCs you kill off.

Treason codes are letter-number combinations the GM may politely order you to record at various points during the mission.

You may develop various **addictions** during the Prehistory Pachinko process.

Mandates are service group-specific instructions and authorizations presented in the *Service, Service!* supplement. Your GM may generously grant you one or more of these interesting mandates during play.



1: I know that guy!

A character kit is a starting point, an incomplete package of skill and specialty ratings you can take as a template when you create your own character. A kit can save time and offer ideas when you're fresh out of both.

When you choose a kit, copy the ratings—in *pencil!*—onto your character sheet. Then move on to the Prehistory Pachinko in Chapter 2 to create your new character's background.

The following kits all have Energy Weapons as the vital specialty. In other words, we're assuming you'll use these for Troubleshooters. If your Gamemaster has purchased the fine **PARANOIA** supplement *Extreme PARANOIA* and is running a game with different characters, such as vidstars or R&D mad scientists, delete Energy Weapons and substitute a more appropriate vital specialty.

We have suggested service group and secret society taints to expedite quick character creation. These are only guidelines, not rules, so use whatever firm or society fits your mission. Also, because we intend these kits to be stepping stones and not complete characters, we've only included one or two narrow specialties. You can come up with the others. We're kinda tired.

Armchair Vulture

ACTION SKILLS & SPECIALTIES

Management 09

Con Games 13
Oratory 13
Interrogation 01
Intimidation 01
Pretend You Know Vulture Soldiers 15

Stealth 06

Violence 06

Energy Weapons 10
Fine Manipulation 10
Unarmed Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Habitat Engineering 10
Weapon and Armor Maintenance 01

Software 08

C-Bay 12
Vehicle Programming 01
Recite Downloaded Vulture Squadron Statistics
From Memory 14

Wetware 05

Pharmatherapy 09
Bioweapons 01

Likely service firm type: Pocket Protector Refurbishers (CPU), History Purifiers (HPD&MC), Tech Support (TS).

Secret society taint: Anti-Mutant, Death Leopard, PURGE (in Classic or Zap games only)

Description: Vultures rule! I read and watch everything about them, and I buy all their stuff on C-Bay! I'm their biggest fan! You want to know about their brilliant quintuple pincer attack? Why not? Well, I'm going to be one someday—you just watch! Will too! They'll recruit me. I even met them once! No, seriously! We know each other, and we trade C-mails every so often. Not all the time, but enough. Really!



Battery Licker

ACTION SKILLS & SPECIALTIES

Management 04

Convince Others A Device's Batteries Need To Be Changed 10

Stealth 08

Security Systems 12
Sleight of Hand 12
Concealment 01
Shadowing 01

Violence 06

Energy Weapons 10
Fine Manipulation 10
Projectile Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 10

Electronic Engineering 14
Weapon and Armor Maintenance 14
Chemical Engineering 01
Nuclear Engineering 01
Install Batteries The Wrong Way So They Don't Lose Power 16

Software 04

Wetware 08
Biosciences 12
Outdoor Life 01

Likely service firm type: Fuel Cell Replenishment (PS), Fuel Cell Replenishment (TS), any Power Services firm.

Secret society taint: Mystics

Description: There's something absolutely yummy about a battery. Just place it against the tongue and *zap!* Oooh! That felt funny, haha! Still, it's not easy maintaining your hobby. Batteries are everywhere, but they need to be removed from whatever device is using them—and quickly, before all the wonderful juice is gone! Weapons have the best batteries, but not when they're leaking. That stuff inside a battery tastes nasty.

Bodyguard

ACTION SKILLS & SPECIALTIES

Management 05

Intimidate Someone By Being Really Quiet And Still 11

Stealth 07

High Alert 11
Sneaking 01
Spot Someone Who's Carrying A Concealed Weapon 13

Violence 10

Energy Weapons 14
Vehicular Weapons 14
Agility 14
Unarmed Combat 14
Field Weapons 01
Projectile Weapons 01
Thrown Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Weapon and Armor Maintenance 10
Vehicle Ops and Maintenance 10
Chemical Engineering 01
Habitat Engineering 01

Software 04

Wetware 08
Medical 12
Psychotherapy 01

Likely service firm type: Bodyguard Communication Liaisons (AF), any IntSec firm.

Secret society taint: Communists, Free Enterprise, PURGE

Description: Roger that, he just entered the building. My job? I'm happy with it, of course. I spend most of my time driving these people around and keeping my weapons and armor up to spec, but it all depends on who I'm protecting, you know? Guarding that INDIGO R&D scientist was a bit scary, if you get what I mean. You wouldn't believe the things I was told to forget. Now that GREEN vidshow girl? She was a good boss. I gave up a clone for her without hesitation because— Hold on. *What* hoverbot? Say again, *who's* inside the building? Uh-oh. I gotta run.

Bot Lover

ACTION SKILLS & SPECIALTIES

Management 06

Bootlicking 10
Interrogation 01
Convince People To Let You Play With Their Bots 12

Stealth 06

Surveillance 10
Shadowing 01

Violence 05

Energy Weapons 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 10

Bot Ops and Maintenance 14
Electronic Engineering 14
Habitat Engineering 01
Weapon and Armor Maintenance 01
Combine Different Parts Of Bots That Normally Wouldn't Go Together 16

Software 09

Bot Programming 13
Operating Systems 13
C-Bay 01
Financial Systems 01

Wetware 04

Likely service firm type: RoboPsych Auditing (R&D), Bot Processing (R&D), any Tech Services firm

Secret society taint: Corpore Metal (duh), Humanists

Description: Oh boy, is there anything cooler than bots? I love my little metal buddies—especially their insides. Have you seen the wiring inside a Model KH-4 scrubot? Or the pattern recognition code in a TR7200 spybot? Magnificent! Circuit boards and file folders are so much easier to deal with than citizens. I mean, have you seen when a human bruises or bleeds? It's just gross.

1. CHARACTER KITS

CLUED-IN SCIENTIST

C-Bay Jockey

ACTION SKILLS & SPECIALTIES

Management 08

Con Games 12
Oratory 01
Maintain Spotless C-Bay Feedback Rating 14

Stealth 04

Violence 05

Energy Weapons 09
Read A PDC While Walking Without Tripping 11

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Habitat Engineering 11
Nuclear Engineering 01

Software 10

C-Bay 14
Data Search 14
Financial Systems 14
Data Analysis 01
Hacking 01
Operating Systems 01

Wetware 06

Suggestion 10
Outdoor Life 01

Likely service firm type: MemoMax Quality Assurance (TS), Fuel Rod Disposal Consultants (PS), Field Logistics Advisors (PLC), Blast Shield Maintenance (AF).

Secret society taint: Free Enterprise, Pro Tech

Description: Buying is mandatory, but it's also—bid is 25cr? Too high, pass—it's also a great hobby! Selling too! That's why... oooh! Limited edition Battle of the Four Sectors B3 can? Bid 539cr... That's why I'm always bidding on and auctioning off. It helps—try and outbid *me*, will you? Bid 321cr—it helps the Alpha Complex economy, and ... oh yeah, gotta remember to ship that 'I Love PLN Sector' hat today ... and it, er, what was I saying? *Oooh!* A mint-condition 'Best Good Happy Sector Hour' mug? Bid bid BID! That's why I had to upgrade the dormitory data line. Not enough bandw—fine, bid 549cr then!

I'm sorry, what?

Clueless Scientist

ACTION SKILLS & SPECIALTIES

Management 04

Convince Someone Your New Experiment Is Perfectly Safe 10

Stealth 05

Violence 07

Energy Weapons 11
Demolition 11
Agility 01
Avoid Being Hurt In An Explosion By Not Noticing It 13

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Mechanical Engineering 12
Electronic Engineering 12
Nuclear Engineering 01
Weapon and Armor Maintenance 01

Software 08

Data Analysis 12
Operating Systems 12
Bot Programming 01
Data Search 01

Wetware 08

Biosciences 12
Medical 01

Likely service firm type: Clone Tank Support Services (TS), Food Vat Control (PLC), any R&D firm.

Secret society taint: Pro Tech by choice, many others without knowing it

Description: Boy, working on experiments for The Computer sure is swell! I get to play with all kinds of nifty electronics, Software and even biological agents! BOOOOM! Huh? What was I saying? My experiments don't always work—CRASH!—but that's okay. The Computer knows I'm trying--SMASH!--and that's the important part. Where did all this broken glass come from? Oh well. Back to work! KABOOOOM!

Clued-in Scientist

ACTION SKILLS & SPECIALTIES

Management 08

Bootlicking 12
Moxie 12
Hygiene 01
Oratory 01
Blame Another Scientist For Your Failed Experiments 14

Stealth 08

High Alert 12
Shadowing 01

Violence 07

Energy Weapons 11
Agility 11
Fine Manipulation 01
Run Away Real Fast 13

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Mechanical Engineering 12
Electronic Engineering 12
Habitat Engineering 01
Vehicle Ops and Maintenance 01

Software 05

Wetware 04

Likely service firm type: Any except R&D firms. Go figure.

Secret society taint: Illuminati, Pro Tech

Description: No one really wants an experiment to succeed—not really. Sure, they'll pour credits into it and get excited. But deep down they want me to fail so they can blame me for lots of stuff. Hey, two can play that game. That's why other scientists don't like working with me anymore--they're the ones who get blamed. Now if you'll excuse me, I have to rig this experimental bot to look like it works.



Fleshy Docbot

ACTION SKILLS & SPECIALTIES

Management 07

Intimidation 11
Moxie 01
Frighten Citizens With Complicated Medical Terms 13

Stealth 05

Switch Medicines When No One's Looking 11

Violence 05

Energy Weapons 09
Fine Manipulation 09
Thrown Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Software 09

Financial Systems 13
Hacking 01

Wetware 10

Biosciences 14
Medical 14
Pharmatherapy 14
Cloning 01
Outdoor Life 01
Suggestion 01

Likely service firm type: Medical Services (TS), Bodyguard Communication Liaisons (AF).

Secret society taint: FCCC-P, Frankenstein Destroyers

Description: Stop crying. It's to stop the cut from getting infected. Now keep this wrapped around the wound for a week—no peeking. Now, will that be plasticred, PayNow or KwikCredit? Yes, you have to pay. Because I need the credits to buy more bandages, medicine and other stuff like that.

Oh, so that's how it's going to be? I thought so. That's why I injected some gonhorreactin in you along with the antibiotics. Pay and I'll inject the antidote, or die here and I'll take out the value in organs. Thanks, and stay healthy!



Former Vulture

ACTION SKILLS & SPECIALTIES

Management 09

Intimidation 13
Con Games 01
Motivate People By Screaming At Them 15

Stealth 04

Violence 10

Energy Weapons 14
Field Weapons 14
Projectile Weapons 14
Vehicular Combat 14
Agility 01
Demolitions 01
Fine Manipulation 01
Ignore Pain If In Combat, Cry Like A Baby Outside Combat 16

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Weapon and Armor Maintenance 12
Habitat Engineering 01

Software 04

Wetware 05

Bioweapons 09
Medical 01

Likely service firm type: Vulture Squadron Recruiters (AF), Crowd Control (AF), BLUE Room Caterers (PLC).

Secret society taint: Anti-Mutant, Death Leopard, Frankenstein Destroyers

Description: Stupid Junior Citizens. Why did they have a field trip to a Vulture Squadron testing range? I think they deserved it! But now I'm busted down to RED and kicked out of Vulture Squadron. Oh yes, *someone* will pay. Not necessarily the people who demoted me. Anyone will do, especially if they're weaker than me. *You!* Get over here! Is that B3 can empty? No? THEN WHY DID YOU THROW IT OUT?! [ZAP!] Ahh, I feel better now.

Form Fanatic

ACTION SKILLS & SPECIALTIES

Management 08

Interrogation 12
Intimidation 12
Bootlicking 01
Oratory 01

Stealth 08

Sleight of Hand 12
High Alert 01

Violence 04

Energy Weapons 08
Give Really Wicked Papercuts 10

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

List The Form(s) Needed To Repair Something 11

Software 10

Data Analysis 14
Data Search 14
Financial Systems 14
Bot Programming 01
Hacking 01
Vehicle Programming 01

Wetware 05

Likely service firm type: Form Facilitators (CPU), Form Inventory Officers (CPU), Form Disposal Advisers (CPU), Biological Niceness Indexers (R&D).

Secret society taint: Computer Phreaks, FCCC-P, Humanists

Description: Mark my words. One day we will have a form for everything, and on that day, Alpha Complex's full potential will be realized. Why? Because forms are amazing. Just the hint of several forms can get certain clones to divulge information they normally wouldn't. You need something? Fine, but please fill out this form. I made it myself; it will increase intra-team communication efficiency by at least 40%. Don't want to fill it out? Then I guess you don't need to know where our debriefing will be held....

Good, but press hard—you're making five copies.

Gearhead

ACTION SKILLS & SPECIALTIES

Management 06

Chutzpah 10
Hygiene 01
Get NPCs Excited Over New Autocars 12

Stealth 04

Violence 07

Energy Weapons 11
Fine Manipulation 11
Thrown Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 10

Mechanical Engineering 14
Vehicle Ops and Maintenance 14
Habitat Engineering 01
Weapon and Armor Maintenance 01
Squeeze A Few More Kilometers Out Of A Dead Autocar Battery 16

Software 08

C-Bay 12
Vehicle Programming 12
Data Analysis 01
Operating Systems 01

Wetware 05

Likely service firm type: Vehicle Therapists (R&D), Armored Autocar Escorts (PLC), Equipment Assembly Control (PLC), Consolidated Motorized Transport (TS).

Secret society taint: Corpore Metal, Pro Tech

Description: Don't get me wrong, bots are cool. Heck, an autocar is a bot! But you just can't compare a scrubot with a J-Type Autocar EX. Have you seen the engine in that one? Micro-finished cam shaft, gold battery wires, seven cooling fans with independent power systems—it's enough to make a clone cry with joy! But for pure power, you can't beat the G-Type Autocar EP. We're talking zero to 80 in under 2.5 seconds! Man, I'd love to crack open that one and get my hands in that engine.

What? Oh, yes sir! Autocar is fixed and washed. Have a nice day!

Just About Dead

ACTION SKILLS & SPECIALTIES

Management 04

Con Games 08
Intimidation 08
Moxie 01
Bootlicking 01

Stealth 06

Disguise 10
Sneaking 01

Violence 06

Energy Weapons 10

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Software 07

Hacking 11
Data Analysis 01
Mistake Alerts To Hacking Attempts As Successes 13

Wetware 10

Pharmatherapy 14
Cloning 14
Medical 01
Suggestion 01
Have No Clue About Your Own Abilities And Limitations 16

Likely service firm type: Any, until the firm finds a reason to transfer him elsewhere.

Secret society taint: Communists, Death Leopard, PURGE

Description: Oh, don't worry. I can tell that GREEN goon is on the take. We'll just bribe him ... how do I know? I just do, all right? Then I can hack into The Computer using the terminal just past ... yes, I said The Computer. It's okay! I do it all the time! Then we'll disable the locks on the jail cells, and we can rescue our comrades.

Hmmm? Oh, I meant 'teammates'. Rescue our *teammates* from jail. And if that goon doesn't take our bribe, I can always sneak past him as you make a distraction.

...What?

Kleptomaniac

ACTION SKILLS & SPECIALTIES

Management 06

Chutzpah 10
Moxie 01
Look Innocent 12

Stealth 10

Concealment 14
Sleight of Hand 14
High Alert 01
Security Systems 01

Violence 07

Energy Weapons 11
Unarmed Combat 11
Agility 01
Fit More Things In Your Pocket Than Normally Possible 13

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Software 08

Data Search 12
Financial Systems 12
Data Analysis 01
Hacking 01

Wetware 05

Likely service firm type: Inventory System Updaters (PLC), Tool & Die Works (AF), any PLC firm.

Secret society taint: Computer Phreaks, Death Leopard, Free Enterprise

Description: It's not that I think everything belongs to everyone. I just can't help myself sometimes... oh, this? Yes, it's your PDC. Sorry about that. When I see something that's so easy to take, it's hard to resist. It's like getting presents, sort of. Oh, here's your ME Card, too.

Even files and data on AlphaNet. If someone didn't want it taken, he should have put it somewhere secure.

Fine, I'll upload the credits I took from your account. But I'm keeping your identity, okay?



Office Jerk

ACTION SKILLS & SPECIALTIES

Management 10

- Bootlicking 14
- Intimidation 14
- Chutzpah 01
- Oratory 01
- Find Tasks Another Worker Hasn't Finished Yet 16

Stealth 07

- High Alert 11
- Shadowing 01

Violence 05

- Energy Weapons 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

- Habitat Engineering 09
- Mechanical Engineering 01

Software 05

Wetware 08

- Pharmatherapy 12
- Suggestion 12
- Cloning 01
- Psychotherapy 01
- Make Anyone Worry About Getting Fired 14

Likely service firm type: Entertainment Scouting Agencies (HPD&MC), Singalong Agents (HPD&MC), any CPU firm

Secret society taint: FCCC-P, Humanists

Description: Hey, you're looking good! New haircut? Whatever it is, you look fantastic! Listen, about those sales figures for last weekcycle. They really need to go up—or else I might need to find a new floor salesman, understood?

No! I'd never fire you! You are too cool, my man! Remember that accident Franklin-R had last week? Keep that in mind. Now go make some cold calls, you great guy you!

On The Edge

ACTION SKILLS & SPECIALTIES

Management 04

- Convince Others Small Coincidences Are Really One Huge Conspiracy 10

Stealth 09

- High Alert 13
- Surveillance 13
- Concealment 13
- Disguise 01
- Shadowing 01
- Security Systems 01

Violence 08

- Energy Weapons 12
- Demolition 12
- Hand Weapons 01
- Boobytrap Your Own Stuff 14

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

Software 06

- Hacking 10
- Financial Systems 01

Wetware 08

- Pharmatherapy 12
- Suggestion 01

Likely service firm type: Tech Support (TS), 116 Emergency Systems (CPU), Field Data Collectors (R&D).

Secret society taint: Anti-Mutant, Mystics

Description: WHY IS EVERYONE LOOKING AT ME?

Okay, calm down. Take my medicine. It's just like my counselor said: People are not out to get me. Mutants are rare, right? Same with Commies and traitors. Still, one can't be too careful. That's why I rigged my PDC with enough plastic explosive to take me out with it. Is that what I wanted to do? So confused...

HEY! DON'T TOUCH ME!

Gotta keep a sharp eye on people; they're always trying to plant bugs. And spyware! Virtual bugs! For the love of FC, WHERE'S MY MEDICINE?

O Wise Janitor

ACTION SKILLS & SPECIALTIES

Management 07

- Hygiene 11
- Bootlicking 01
- Make Others Believe You're Smarter Than Them 13

Stealth 09

- Security Systems 13
- Shadowing 13
- Sneaking 13
- Concealment 01
- Disguise 01
- Surveillance 01

Violence 06

- Energy Weapons 10

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Software 09

- Data Analysis 13
- Data Search 13
- C-Bay 01
- Financial Systems 01
- Obscure And Useless But Legal Alpha Complex Trivia 15

Wetware 05

Likely service firm type: Termination Center Janitorial (IntSec), Treason Scene Cleanup (IntSec), Goo Cleanup (R&D).

Secret society taint: Illuminati, Mystics

Description: When night falls and clones sleep, I come to life. While cleaning the floors and dusting the desks, I read what you throw away or tried to delete. I know your secrets; I know many secrets. Do not bother looking for me, for I will sink into the shadows. I shall come to you when the time is right.

Like when I need a few credits. Being a janitor isn't exactly a high-paying gig.

Phreak Wannabe

ACTION SKILLS & SPECIALTIES

Management 06

Bootlicking 10
Hygiene 01
Speak Like A 133t h4x0r Or An Idiot 12

Stealth 08

Concealment 12
Disguise 12
Security Systems 01
Surveillance 01

Violence 04

Energy Weapons 08
Type Really, Rlley Fast With Only One Or Two Erors 10

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Habitat Engineering 12
Electronic Engineering 01

Software 10

C-Bay 14
Data Search 14
Hacking 01
Operating Systems 01

Wetware 04

Likely service firm type: News Services (HPD&MC), Circuit Maintenance (PS), any CPU firm.

Secret society taint: Communists, Corpore Metal

Description: Behold, I am Lord of AlphaNet! My handle is ph33k1. Pretty cool, huh? I used threes in place of the 'E's—that shows you how 133t I am! I am the Chown Master!

My PDC? I dunno, where is it? Maybe ... it's hidden in *my pants!* Ha! I even own a Leet Jumpsuit, so now I look the part too! No system is secure, no encryption strong enough to—crap. What is my password? Mumbo ... jumbo ... humbo ... dammit!



Pillhead

ACTION SKILLS & SPECIALTIES

Management 05

Intimidation 09
Con Games 01

Stealth 09

Concealment 13
Sleight of Hand 13
High Alert 01
Security Systems 01
Hide Pills Under Your Tongue 15

Violence 05

Energy Weapons 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Chemical Engineering 11
Vehicle Ops and Maintenance 01

Software 04

Find Pharmaceutical Pages On Gray Subnets 10

Wetware 10

Biosciences 14
Pharmatherapy 14
Psychotherapy 01
Suggestion 01

Likely service firm type: Drug Interaction Testers (R&D), Slime Identification (TS), Food Vat Control (PLC).

Secret society taint: Mystics, Computer Phreaks (infiltrating Mystics), Death Leopard (allied with Mystics), Mystics Mystics Mystics

Description: Can't talk. Need medicine. Where's my pills? Gotta have pills. Yummy pills ... GET OUT OF THE WAY NOW! Need pills, want pills AHA FOUND THEM gulp aaaahhhh ... Much better.

What did you need? I got some of that, but I got some Black Beauties that'll do the job for half the price. All right.... um, is that half? It is? Great, thanks man. Just remember to stay off the TeaSir while on that stuff.

Rear Guard

ACTION SKILLS & SPECIALTIES

Management 09

Bootlicking 13
Con Games 01
Explain Why You Should Follow Everyone Else 15

Stealth 09

High Alert 13
Shadowing 13
Security Systems 01
Sneaking 01

Violence 07

Energy Weapons 11
Agility 11
Vehicular Combat 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Find Mechanical Problems Just Before Having To Enter A Fight 12

Software 04

Cloning 09
Suggestion 09
Medical 01
Psychotherapy 01

Likely service firm type: Crowd Control (AF), Crowd Control (IntSec), Scientist Sanity Checkers (R&D)

Secret society taint: Any at a very low degree

Description: No, you guys go on. Um— I need to change laser barrels. You know, from so much fighting the Commies.

What? You want me to go in first? I don't think that's a good idea. First of all, you are sooo, SO much better at shooting than me; remember last time when you made that masterful shot from the hip? You know me, I'll just screw it up somehow.

Maybe Ryan-R should go first. He has the biggest weapon.

Oh, thank you! Thank you! I'll be right behind you, sir. I swear.



Snitchaholic

ACTION SKILLS & SPECIALTIES

Management 08

Bootlicking 12
 Moxie 12
 Hygiene 01
 Interrogation 01
 Pretend Not To Have Heard Stuff 14

Stealth 09

Shadowing 13
 Surveillance 13
 High Alert 01
 Sleight of Hand 01

Violence 04

Energy Weapons 08

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

Software 07

Bot Programming 11
 Data Analysis 01
 Download A Bot's Audio/Visual Recording Files 13

Wetware 07

Cloning 11
 Suggestion 01

Likely service firm type: Sensitivity Trainers (AF), Form Facilitators (CPU), History Purifiers (HPD&MC), Storage Media Integrity Checkers (PLC).

Secret society taint: Anti-Mutant, Computer Phreaks, FCCC-P

Description: Those Phreaks are right; information wants to be free. I'm not a snitch—I'm a freedom fighter! I liberate juicy gossip from selfish clones who want to keep information all to themselves. That's why I'm good at skulking through darkened corridors—downloading bot sensor recordings—even taking on the occasional firefight with those who would keep information chained. So what if I liberate the data to Internal Security for a few credits? It allows me to keep fighting the good fight—to let data be mine! Er, I mean 'free'! Let data be *free*!

Stompy Loudclone

ACTION SKILLS & SPECIALTIES

Management 05

Intimidation 09
 Chutzpah 01
 Get People To Speak Up 11

Stealth 04

Surveillance 08
 Sneaking 01

Violence 10

Energy Weapons 14
 Field Weapons 14
 Unarmed Combat 14
 Agility 01
 Fine Manipulation 01
 Make Incredible Amounts Of Noise By Just Walking 16

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 09

Weapon and Armor Maintenance 13
 Electronic Engineering 01

Software 06

Pharmatherapy 10
 Suggestion 01

Likely service firm type: Threat Assessors (AF), Threat Assessors (IntSec), Noise Pollution Preventers (TS).

Secret society taint: Any at a low degree
Description: *WHAT?* Oh, 'how's work?' The Long-Range Ammunition Testing Grounds is good work, I guess. Carrying all those cannon shells is hard, but I get to fire them every now and then.

What? Yeah, it's because of all the noise. I lost my earplugs and—could you *speak up?* **THANKS!**

I lost my earplugs, so I can't hear too good these days. I'm taking pills for the ringing, but still—*WHAT?* You can hear me a kilometer away? Wow, must be nice to have **GOOD HEARING!**

TechnoMurphy

ACTION SKILLS & SPECIALTIES

Management 08

Hygiene 12
 Intimidation 01

Stealth 07

Security Systems 11
 Surveillance 01

Violence 07

Energy Weapons 11
 Unarmed Combat 11
 Projectile Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Break Things By Trying To Use Them 10

Software 04

Wetware 10

Biosciences 14
 Cloning 14
 Outdoor Life 14
 Pharmatherapy 01
 Psychology 01
 Suggestion 01

Likely service firm type: Any Power Services or Technical Services firm.

Secret society taint: Frankenstein Destroyers, Psion, Sierra Club

Description: It's not that I hate technology; it seems to hate me. Watch this. I pick up my PDC, connect to AlphaNet— see? It crashed. Sometimes it's convenient, like when I get too close to the cameras in my dormitory. But I seem more connected with whatever is the opposite of mechanical. Bodylogical? Humanology? Whatever the term, I'm just no good with machines.

Hmm? All right, but I really shouldn't be driving. —Oops. The autocar battery just died. Told you!

1. CHARACTER KITS YOUR FUTURE BOSS



Teela's Biggest Fan

ACTION SKILLS & SPECIALTIES

Management 07

Bootlicking 11
Hygiene 01

Stealth 04

Violence 09

Energy Weapons 13
Agility 13
Unarmed Combat 13
Fine Manipulation 01
Projectile Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

Software 09

C-Bay 13
Data Search 13
Data Analysis 01
Vehicle Programming 01
Find Teela Merchandise On Auction Sites 15

Wetware 06

Pharmatherapy 10
Suggestion 01
Know Insanely Obscure But Legal Statistics About Teela 12

Likely service firm type: Any (fanboys are everywhere)

Secret society taint: FCCC-P, Romantics

Description: Teela is the best ever! I'm president of the Teela Fan Club #4436, and I have all of Teela's merchandise! The Teela hair locket, the Teela HotFun bowl, the Teela radon detector kit, even the limited edition Teela collectible spork! I had to fight off other clones to nab that one, and I'm always prowling C-Bay for more merchandise! I love Teela! Did you know her real name is Tella-O-MLY? I even got to meet her once! She's even better in person, if that's possible! Gah, I love her! LOVE!

That Quiet Neighbor

ACTION SKILLS & SPECIALTIES

Management 04

Creep People Out By Acting Really Normal 10

Stealth 07

Sneaking 11
Security Systems 01

Violence 10

Energy Weapons 14
Fine Manipulation 14
Hand Weapons 14
Agility 01
Projectile Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 05

Mechanical Engineering 09
Vehicle Ops & Maintenance 01

Software 04

Wetware 09

Biosciences 13
Medical 13
Pharmatherapy 01
Psychotherapy 01
Dispose Of Corpses 15

Likely service firm type: Any CPU service firm

Secret society taint: PURGE or Corpore Metal, but even they're creeped out by this one

Description: Sorry, I don't know where my roommates are. They never came back from their shift. Me? I'm just working with some Soylent RED. That's why I have all these stains on my jumpsuit and boots—it's from the soylent. I'll get clean once I'm done chopping it all up. No, it's not my service firm job, it's more of a hobby.

Of course you're welcome to search my personnel files... see? I've gotten several commendations for being loyal and quiet. Yes, I do move a lot. That's because my roommates keep disappearing.

Say, talking in the hallway like this is so rude. Would you like to come *inside*? Very good—after you, sir.

Your Future Boss

ACTION SKILLS & SPECIALTIES

Management 10

Bootlicking 14
Chutzpah 14
Hygiene 14
Interrogation 01
Moxie 01
Oratory 01
Make A Compliment Sound Like A Putdown 16

Stealth 09

Shadowing 13
Surveillance 13
Concealment 01
Sleight of Hand 01

Violence 07

Energy Weapons 11
Throw Other Employee's Plans Into The Recycle Bin From Several Meters Away 13

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 04

Software 04

Wetware 06

Suggestion 10
Psychotherapy 01

Likely service firm type: Armed Forces Friends Network (AF), 116 Emergency Systems (CPU), any HPD&MC firm.

Secret society taint: Humanists, Illuminati, Psion

Description: Excellent suggestion, sir! Seems like you just saved the firm a lot of credits. Now if we could just find a way to get the others to follow your plan...

Me? You want *me* to train the others? I don't know, I have so much work to do as it is. Those TPS cover sheets won't print themselves. Then again, I'm the only one besides you who knows the plan well enough to train others. Hmmm. What if I trained the others to do your plan *and* my cover sheets? Kill two Commies with one shot, so to speak?

Why thank you, sir! I'll get on that right away.



2. Tell us all about yourself

These service firm tables incorporate all the service firms introduced in both the *PARANOIA* rulebook and in the supplement *Service, Service!* Firms new to *Service, Service!* are marked with an asterisk (*). If your Gamemaster doesn't have that book, roll again until you get a service firm type without an asterisk.

Service group

Roll 1d20 to determine your service group. Then, unless instructed otherwise, consult the table for your group to find your service firm type. The GM will tell you about your specific firm before play begins.

- 1 Armed Forces (group)*
- 2-3 Armed Forces (service firm)
- 4-5 Central Processing Unit
- 6-8 HPD & Mind Control
- 9 Internal Security**
- 10 Internal Security (service firm)
- 11-13 Production, Logistics & Commissary
- 14-15 Power Services
- 16-17 Research & Design
- 18-19 Technical Services
- 20 Industrial spy or saboteur***

* You serve in the Armed Forces proper, not as an outsourced civilian contractor. Don't roll for a service firm. Workers in Armed Forces service firms are civilians, but often held early stints as Armed Forces grunts before their current assignment.

** Write 'Internal Security' on the back of your character sheet. Roll again for another service group. You are a spy for Internal Security in that group. The second group is your 'cover,' the group everyone thinks you work for. You learn a service firm specialty from Internal Security, not your cover group.

*** You've been assigned to spy on or sabotage another service firm in your group. Roll again to determine your group, then roll twice on its firm table to get two service firm types. Your first roll determines who you're spying for, the second whom you're spying on. (If you roll the same firm type both times, you're spying on a direct rival firm of the same type.) You learn a service firm specialty from your original group, not your cover group. You'll collect a salary from both firms, assuming you survive a month.

Armed Forces

- 1 Ammunition Fresheners
- 2 Armed Forces Entertainers *
- 3 Armed Forces Friends Network
- 4 Bodyguard Comm. Liaisons
- 5 Blast Shield Maintenance
- 6 Crowd Control (Armed Forces)
- 7 Fitness Enhancers *
- 8 Fuel & Munitions Transport *
- 9 Historical Battle Reenactors *
- 10 Memorial Maintenance *
- 11 Military Counseling *
- 12 Military Parade Organizers *
- 13 Post-Strategic Faulters *
- 14 Sensitivity Trainers
- 15 Threat Assessors (Armed Forces)
- 16 Tool & Die Works
- 17 Very Special Forces *
- 18 Vulture Squadron Recruiters
- 19 Weapons Effect. Assessors (AF)*
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

Central Processing Unit (CPU)

- 1 116 Emergency Systems
- 2 Credit License Checkers
- 3 Env. Effect Experimenters *
- 4 E-Data / Hard Copy Printers *
- 5 Facility Surveillance Control
- 6 Form Disposal Advisors
- 7 Form Facilitators
- 8 Form Gap Analysts *
- 9 Form Inventory Officers
- 10 Human Resource Outfitters *
- 11 Information Archivists *
- 12 Liability Limiters *
- 13 Mandatory Break Monitors *
- 14 Personal Legal Defense *
- 15 Pocket Protector Refurbishers
- 16 Security System Installers
- 17 Summary Providers *
- 18 Venture Capital Consultants
- 19 Volunteer Collection Agencies
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

HPD & Mind Control

- 1 Alpha Complex Charities *
- 2 Celebrity Emulators *
- 3 Celeb. Lifestyle Documenters *
- 4 Comprssd Housing Recyclers *
- 5 Entertainment Scouting Agencies
- 6 External Border Expanders *
- 7 History Purifiers
- 8 Invalid Care Providers *
- 9 Junior Happytime Prod. *
- 10 Media Prod & Approval *
- 11 News Services
- 12 Public Hating Coordination
- 13 Registered Mutant Relations *
- 14 Sector Expansion Surveyors
- 15 Semantics Control
- 16 Singalong Agents
- 17 Subliminals Police
- 18 Temp. Inforest. Dmg Obfuscation *
- 19 Trend Identifiers
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

2. CHARTS AND TABLES SERVICE FIRM TYPE

Internal Security

- 1 Border Control *
- 2 Conspicuous Surv. Initiative *
- 3 Corridor Patrol Agents *
- 4 Crowd Control (IntSec)
- 5 Encryption Breakers *
- 6 External Security *
- 7 Forensic Analysis
- 8 Glee Quota Adjutants
- 9 Gray Ops *
- 10 Infiltration Consultants *
- 11 Physical Fitness Assessors *
- 12 Public Relations Improvers *
- 13 Re-Educ. Client Procurement
- 14 Surveillance Operatives
- 15 Termination Center Janitorial
- 16 Thought Surveyors
- 17 Threat Assessors (IntSec)
- 18 Treason Scene Cleanup
- 19 Unique ID Archivists *
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

Production, Logistics & Commissary (PLC)

- 1 Armored Autocar Escorts
- 2 Artisan Unions *
- 3 BLUE Room Caterers
- 4 Enforced Reclam. & Recyc. *
- 5 Equipment Assembly Control
- 6 Field Logistics Advisors
- 7 Food Vat Control
- 8 Free Market Food Consortia *
- 9 Geological Resrce Procurement *
- 10 Hydroponic Gardeners *
- 11 Inventory System Updaters
- 12 Micro-Warehousing Auditors *
- 13 Obsolescence Enforcers *
- 14 Package Delivery Services *
- 15 Printing Office Field Checkers
- 16 Quality Control Inspectors *
- 17 Rec. Surplus Specialists *
- 18 Storage Media Integrity
- 19 Warehouse System Inspectors
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

Power Services

- 1 Alternative Energy Consortia *
- 2 Battery Backup
- 3 Burn Radius Assessors
- 4 Circuit Maintenance
- 5 Executive Power Chauffeurs *
- 6 Fuel Cell Replenishmt (Power)
- 7 Fuel Rod Disposal Consultants
- 8 Latent Power Accumulation *
- 9 Odor Fresheners
- 10 Pwr Oscillation Professionals
- 11 Power Plant Protectors *
- 12 Reactor Maintenance *
- 13 Rout. Redundacy Regulators *
- 14 Safe Atoms Initiative
- 15 Sewage Reclamation *
- 16 Temperature Enforcers (Pwr) *
- 17 Transcendent Motive Energy *
- 18 Transit Services (Power) *
- 19 Wire Supply Checkers
- 20 Other (see GM for details)

* Introduced in *Service, Service!*

Research & Design

- | | |
|--------------------------------------|--|
| 1 Agricultural Upgrade Engineering * | 11 Object Combinators * |
| 2 Biological Niceness Indexers | 12 Peripheral Optimization Assessors * |
| 3 Bot Processing (R&D) | 13 Perpetual Motion * |
| 4 Cryptography Developers * | 14 RoboPsych Auditing |
| 5 Death Ray Mapping * | 15 Scientist Sanity Checkers |
| 6 Drug Interaction Testers | 16 Singularity & Dimensional Portal Disposal * |
| 7 Explosive Formulation * | 17 Test Subject Trainers * |
| 8 Field Data Collectors | 18 Vehicle Therapists |
| 9 Goo Cleanup | 19 Weapon Effectiveness Assessors (R&D) |
| 10 Mutation Suppression * | 20 Other (see GM for details) |

* Introduced in *Service, Service!*

Technical Services

- | | |
|--|--|
| 1 Bedding Inspectors | 11 Paint Control |
| 2 Bot Processing (Tech) * | 12 Safety-Part Installers * |
| 3 Clone Tank Support | 13 Slime Identification |
| 4 Consolidated Motorized Transport (CMT) | 14 Tech Support |
| 5 Fuel Cell Replenishment (Tech) | 15 Temp. Optimization Enforcers (Tech) * |
| 6 Lighting Maintenance * | 16 Transit Services (Tech) * |
| 7 Maintenance Observation Teams * | 17 Vending Machine Outfitters * |
| 8 MemoMax Quality Assurance | 18 Vermin Terminators * |
| 9 Medical Services | 19 Waste Reduct. Monitors * |
| 10 Noise Poll. Preventers * | 20 Other (see GM) |

* Introduced in *Service, Service!*



Specialties list

Included for reference. For a list of specialties taught by each service group, see page 18.

Action specialties

Management

Bootlicking: How to ingratiate yourself with superiors.

Chutzpah: Getting others to accept doubtful statements through confident assertion, bluffing and unmitigated gall.

Con Games: Hoodwinking a citizen or bot through fast talk, spurious logic and persuasion. This isn't physical sleight of hand (see Sleight of Hand under Stealth).

Hygiene: Maintaining cleanliness in yourself, your surroundings, your teammates and innocent passersby.

Interrogation: Extracting useful information from Commie mutant scum.

Intimidation: This doesn't exactly ingratiate you with your inferiors, but it gets their cooperation.

Moxie: Streetwise smarts; canny assessment of a person, situation or statement.

Oratory: How to get a *bunch* of people to do what you want.

Stealth

Concealment: Hiding stuff on your person or in your surroundings; also, spotting stuff others have hidden.

Disguise: Wearing a higher-clearance jumpsuit or false mustache without looking idiotic.

High Alert (Scam Radar): Awareness of common techniques for staging tricks, traps or ambushes. *Not* danger sense!

Security Systems: Jiggering locks and alarms.

Shadowing: Following someone without being noticed.

Sleight of Hand: Palming and pocketing small things without being noticed.

Sneaking: Moving around without being followed or noticed.

Surveillance: How to bug things. How to debug things.

Violence

Agility: Rapid or balanced movement, gymnastics, jumping.

Demolition: How to use TNT without killing yourself. At clearances below GREEN this skill is treasonous.

Energy Weapons: Hitting someone with a laser, sonic weapon or blaster. **Vital specialty** for Troubleshooters. You can't take Energy Weapons as a weakness, and it doesn't count against your six common specialties.

Field Weapons: Flamethrowers, gauss guns, tanglers and the ever-popular plasma generator.

Fine Manipulation: Lockpicking, watchmaking, cutting the red wire one second before detonation.

Hand Weapons: Hitting someone with a force sword, grenade, neurowhip or truncheon, or with primitive weapons.

Projectile Weapons: Hitting someone with a slugthrower, cone rifle or other aimed weapon that uses ammunition.

Thrown Weapons: Hitting someone with a grenade, brick or rock.

Unarmed Combat: Hitting someone when you don't have a hand, energy, projectile, thrown or vehicular weapon.

Vehicular Combat: Hitting someone with a weapon mounted on a vehicle.

Knowledge specialties

Just as all the Knowledge skills routinely overlap, one specialty can often bleed into another. Suggest something creative, and the ever-thoughtful GM may generously allow it.

Hardware

Bot Ops and Maintenance: How to operate and fix docbots, guardbots/warbots, jackobots, scrubots and vehicle autopilots.

Chemical Engineering: Lots of uses for this, but somehow PCs always want to use it to make explosives.

Electronic Engineering: How to string together circuits and microprocessors.

Habitat Engineering: Knowledge of the air, communication, transport, power, water and waste systems. Mighty handy when you need to find a ventilation shaft to escape incoming fire.

Mechanical Engineering: How to make really neat Rube Goldberg-type contraptions.

Nuclear Engineering: How to operate a reactor without flooding half the sector with radioactive waste.

Vehicle Ops and Maintenance:

How to use and repair all vehicles: autocars, crawlers, flybots, copters and Vulturecraft.

Weapon and Armor Maintenance:

Sabotaging others' weapons and armor, and keeping yours from being sabotaged.

Software

Bot Programming: Revising bot instructions.

C-Bay: Getting the best price buying and selling on Alpha Complex auction sites.

Data Analysis: How to understand Computer-generated stuff.

Data Search: Finding something useful using The Computer.

Financial Systems: How to transfer credits safely for legitimate or criminal purposes.

Hacking: Breaking into The Computer's systems. Really, what could go wrong? Treasonous at clearances below GREEN.

Operating Systems: Revising MemoMax clone backup tech. Rewriting The Computer's instructions. Treasonous at clearances below BLUE.

Vehicle Programming: Revising vehicle instructions.

Wetware

Biosciences: Knowing what's likely to mutate you and how.

Bioweapons: Engineering your own Black Death or weaponized anthrax. Treasonous at clearances below BLUE.

Cloning: Repairing and operating the tanks that grow new and backup citizens. Operating MemoMax backup devices so the new clone remembers his name and boot size.

Medical: How to heal the injured and cure the sick, or ensure they don't heal or get cured.

Outdoor Life: Telling a tree from a weed, or a bird from an elephant, when most citizens have never heard of these.

Pharmathery: Ensuring wakefulness, sleepiness, happiness or any mental state through the application of little pills.

Psychotherapy: Recognizing insanity; helping others recover from it or descend further into it.

Suggestion: Biochemical and psychological techniques of subliminal persuasion.

Mutant power

These double-sized tables come from the fine *PARANOIA* rules supplement *The Mutant Experience*. These three pairs of mutation tables are suited to the three play styles presented in the main rulebook: *Classic* (the Computer monitor), *Straight* (the eyeball) and *Zap* (the smoking boot). Each style includes *two* tables. Choose either table appropriate to your game's style. If you don't want to decide, roll 1d20: On a result of 1-10, use the first (upper) table for your play style; on 11-20, use the second (lower) one. After you select a table, roll 1d20 a second time to pick a power from that table.

If your Gamemaster doesn't have *The Mutant Experience*, then use only the *top* table under each play style. All the new powers are on the bottom tables. Ponder what you can never have, eat your heart out, and encourage your GM to buy *The Mutant Experience*.

CLASSIC

Roll 1-10: Classic table 1

- 1 Charm
- 2 Corrosion
- 3 Detect Mutant Power
- 4 Electroshock
- 5 Empathy
- 6 Energy Field
- 7 Hypersenses
- 8 Levitation
- 9 Machine Empathy *
- 10 Matter Eater
- 11 Mental Blast
- 12 Polymorphism
- 13 Puppeteer
- 14 Pyrokinesis
- 15 Regeneration
- 16 Slippery Skin
- 17 Telekinesis
- 18 Teleportation
- 19 Uncanny Luck
- 20 X-Ray Vision



Roll 11-20: Classic table 2

- 1 Call Bots
- 2 Chromativariation
- 3 Creeping Madness
- 4 Environmental Control
- 5 Gravity Manipulation
- 6 Haze
- 7 Hyperreflexes
- 8 Jump!
- 9 Light Control
- 10 Magnetize
- 11 Pouches
- 12 Push Mutant Powers
- 13 Radioactivity
- 14 Scream
- 15 Sculpt
- 16 Second Skin
- 17 Speed
- 18 Spikes
- 19 Stench
- 20 Stretchy

STRAIGHT

Roll 1-10: Straight table 1

- 1 Adhesive Skin
- 2 Adrenalin Control
- 3 Bureaucratic Intuition
- 4 Charm
- 5 Death Simulation
- 6 Deep Thought
- 7 Electroshock
- 8 Empathy
- 9 Energy Field
- 10 Hypersenses
- 11 Machine Empathy *
- 12 Matter Eater
- 13 Mechanical Intuition
- 14 Mental Blast
- 15 Pyrokinesis
- 16 Regeneration
- 17 Rubbery Bones
- 18 Toxic Metabolism
- 19 Uncanny Luck
- 20 Ventriloquist



Roll 11-20: Straight table 2

- 1 Adaptive Metabolism
- 2 Call Bots
- 3 Clean Slate
- 4 Creeping Madness
- 5 Environmental Control
- 6 Find Location
- 7 Forgettable
- 8 Haze
- 9 Hyperreflexes
- 10 Jump!
- 11 Light Control
- 12 Mind Sense
- 13 Pouches
- 14 Psychometry
- 15 Push Mutant Powers
- 16 Radioactivity
- 17 Second Skin
- 18 Speed
- 19 Stench
- 20 Stretchy

ZAP

Roll 1-10: Zap table 1

- 1 Absorption
- 2 Chameleon
- 3 Charm
- 4 Desolidity
- 5 Electroshock
- 6 Energy Field
- 7 Growth
- 8 Levitation
- 9 Machine Empathy *
- 10 Matter Eater
- 11 Mental Blast
- 12 Polymorphism
- 13 Puppeteer
- 14 Pyrokinesis
- 15 Regeneration
- 16 Shrinking
- 17 Telekinesis
- 18 Teleportation
- 19 Transmutation
- 20 X-Ray Vision



Roll 11-20: Zap table 2

- 1 Acidic Spit
- 2 Bouncy
- 3 Chromativariation
- 4 Creeping Madness
- 5 Cryokinesis
- 6 Enervating Darkness
- 7 Gravity Manipulation
- 8 Haze
- 9 Hyperreflexes
- 10 Jump!
- 11 Magnetize
- 12 Radioactivity
- 13 Scream
- 14 Sculpt
- 15 Second Skin
- 16 Speed
- 17 Spikes
- 18 Stasis
- 19 Stench
- 20 Stretchy

* Having this mutant power is grounds for immediate and lasting execution.



Secret society tables

Roll 1d20 and find the table for your service group. The entry beside the number you rolled is your secret society. If the entry has an asterisk, see the key below.

Secret society table key

* Write 'Illuminati' on the secret section of your character sheet. Roll the die again to find a second, 'cover' society. You are an undercover agent for the Illuminati in this society.

** You've been assigned to spy on another society. Roll twice more. Your first roll determines who you're spying for, the second whom you're spying on. If you roll a 20 again, the group you're spying on assigns you to spy on a third society. Roll enough 20s and you could be spying on the entire Complex. Good luck keeping your cover stories straight.

Armed Forces

1-3	Anti-Mutant
4-6	Death Leopard
7-9	Frankenstein Destroyers
10-12	PURGE
13	Communists
14	FCCC-P
15	Free Enterprise
16	Pro Tech
17	Psion
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

HPD & Mind Control

1-2	Anti-Mutant
3-4	FCCC-P
5-7	Humanists
8-11	Romantics
12-13	Sierra Club
14	Communists
15	Mystics
16	Psion
17	PURGE
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

PLC

1-5	Free Enterprise
6-9	Humanists
10-11	Mystics
12-13	Romantics
14	Communists
15	Pro Tech
16	Psion
17	Sierra Club
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

R&D

1-3	Computer Phreaks
4-6	Corpore Metal
7-9	Pro Tech
10-12	Psion
13-15	PURGE
16	FCCC-P
17	Communists
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

CPU

1-4	Computer Phreaks
5-8	Corpore Metal
9-10	FCCC-P
11-12	Sierra Club
13	Anti-Mutant
14	Communists
15	Pro Tech
16	Psion
17	PURGE
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

Internal Security

1-3	Anti-Mutant
4-6	Death Leopard
7-9	FCCC-P
10-12	Frankenstein Destroyers
13	Communists
14	Free Enterprise
15	Pro Tech
16	Psion
17	PURGE
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

Power Services

1-2	Computer Phreaks
3-4	Death Leopard
5-6	FCCC-P
7-8	Frankenstein Destroyers
9-10	Free Enterprise
11-12	Mystics
13-14	Pro Tech
15-16	PURGE
17	Communists
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

Technical Services

1-2	Computer Phreaks
3-4	Corpore Metal
5-6	Death Leopard
7-8	Frankenstein Destroyers
9-10	Mystics
11-12	Pro Tech
13-14	Psion
15-16	Sierra Club
17	Communists
18	Illuminati *
19	Other (see GM for details)
20	Undercover agent **

Service firm specialties

At your job, your service firm trained you in one common skill specialty. Choose your service firm specialty from the following list. Your chosen specialty enhances your character in one of two ways:

☉ **New and improved:** From your service firm's authorized list you choose a new 'free' skill specialty different from, and in addition to, the six you (optionally) chose earlier. The new specialty works like

other common specialties, with a rating 4 higher than the governing skill. You don't suffer a compensating weakness for your new service firm specialty.

☉ **Bumped:** You instead choose to enhance one of the six common specialties you chose earlier. The enhanced specialty must be on your service firm's authorized list. Add 4 to the enhanced specialty's rating (maximum

18). The enhancement has no effect on existing skill weaknesses.

For your convenience service firm specialties are labeled with their governing skill (**M**=Management, **St**=Stealth, **V**=Violence, **H**=Hardware, **So**=Software, **W**=Wetware).

☉ **Armed Forces:** Demolition (V), Energy Weapons (V), Hand Weapons (V),

[continued on page 19]

Secret skills

If your secret society requires you to learn a specific Secret skill, it appears in **bold print** on the society's line in this table. Skills not in bold print are recommended but not mandatory. If you don't like a recommended skill, pick one from another society, or invent your own skill and submit it to the GM for approval.

Society	Uncommon	Unlikely	Unhealthy *
Anti-Mutant	Power Studies	Comic Book Trivia	Twitchtalk
Computer Phreaks	Cash Hacking	Jargon	Hacking, programming skills
Communists	Demolition	Tractor Maintenance	Propaganda *
Corpore Metal	Cyborging	Botspotting	Bioweapons
Death Leopard	Demolition	Action Movies, Partying	Gambling
FCCC-P	Alpha Complex History	priestly skills	Meeting Machine Empaths
Frankenstein Destroyers	Demolition	toolmaking skills	programming skills
Free Enterprise	Haggling	Advertising & Marketing	Bribery, Forgery
Humanists	Marital Arts <i>[sic]</i>	hobbies, languages	Old Reckoning Cultures
Illuminati	_____ skills taught by your cover society _____		
Mystics	Drug Procurement	Meditation, Partying	Old Reckoning Drugs
Pro Tech	Experimental Equipment Repair/Maintenance	Video Games	WMD
Psion	Power Studies	Comic Book Trivia	Twitchtalk
PURGE	Demolition	Gloating	Bioweapons, Twitchtalk
Romantics	Archival Studies	Cooking, Knitting, music	Old Reckoning Cultures
Sierra Club	Survival, Wild Lore, Travel	Birdwatching, Botany, Spoor Recognition, etc.	Bioweapons

* Each society also has a specific Propaganda skill, an Unhealthy skill that is unique and differs from all other societies' versions of the skill.

Service firm specialties (continued)

[continued from page 18]

Projectile Weapons (V), Thrown Weapons (V), Unarmed Combat (V); Vehicle Ops and Maintenance (H).

☉ **Central Processing:** Security Systems (St); Electronic Engineering (H); Bot Programming (So), Data Analysis (So), Financial Software (So), Data Search (So), Vehicle Programming (So).

☉ **HPD&MC:** Bootlicking (M), Chutzpah (M), Con Games (M), Moxie (M); Bot Ops and Maintenance (H); Pharmatherapy (W), Medical (W).

☉ **Internal Security:** Interrogation (M), Intimidation (M); Security Systems (St), Surveillance (St); Energy Weapons (V), Hand Weapons (V), Unarmed Combat (V).

☉ **PLC:** Chutzpah (M), Con Games (M); Bot Ops and Maintenance (H), Habitat Engineering (H), Vehicle Ops and Maintenance (H); Data Search (So); Biosciences (W).

☉ **Power Services:** Data Analysis (So), Data Search (So); Chemical Engineering (H), Electronic Engineering (H), Habitat Engineering (H), Mechanical

Engineering (H), Nuclear Engineering (H).

☉ **R&D:** Chemical Engineering (H), Mechanical Engineering (H), Nuclear Engineering (H); Bot Programming (So), Vehicle Programming (So); Bioweapons (W), Cloning (W).

☉ **Tech Services:** Chemical Engineering (H), Electronic Engineering (H), Habitat Engineering (H), Vehicle Ops and Maintenance (H); Bot Programming (So), Vehicle Programming (So); Pharmatherapy (W).



Equipment

This chart lists many items, their security clearance and their typical costs in credits. Prices vary with current production quotas, The Computer's current inflation policy and other, even more boring reasons. Some of these items are obtainable only on the illegal IR Market, where prices vary wildly based on demand and on how stupid you look.

Every item has a security clearance below which it is illegal to possess the item without specific authorization from The Computer. (Note that it routinely grants such authorization to Troubleshooter teams when it deems the item directly necessary to their mission.)

Possessing an item marked with a double asterisk (**) below the listed clearance is treason. In Straight games possessing an item without the double asterisk is merely insubordination punishable by a fine. In Classic or Zap games possessing the item is treason.

Note: If the Gamemaster doesn't like something on this list, he'll change it.

KEY

IR=INFRARED, (R)ED, (O)RANGE, (Y)ELLOW, (G)REEN, (B)LUE, (I)NDIGO, (V)IOLET, UV=ULTRAVIOLET
number = price in credits

Bots

Bot brain, used: 500; varies
 Combobot (B**) 30,000
 Docbot 1 (R) 1,000
 Docbot 5 (B) 10,000
 Guardbot (G) 8,000
 Jackobot (O) 10,000
 Petbot (IR) 400
 Robutler (Y) 2,500
 Scrubot (R) 1,000
 Teachbot (R) 1,000
 Warbot Model 425 Mark 4 (UV**) not for sale

Clothing and sundries

FastDraw Executive laser holster (O) 90
 Gas mask (R) 50
 Hiking boots (B) 75
 Mittens, heat-resistant (O) 35
 Notepad (G) 1
 Pen (plastic, black stick, black ink) (IR) 3cr
 Pen (metal, black w/gold trim, red or black ink) (R) 10cr
 Ink refills:
 Black (IR) 1

Red (R) 1
 Orange (O) 3
 Invisible (illegal) 25
 Invisible revealer (G) 160
 Pencil, disposable (O) 1
 Sneakers, black w/red stripes (R) 120
 Sneakers, red w/black stripes (R) 220
 Shoelaces, spare (O) 1
 Sunglasses (O) 2

Coms and multicorders

Com 1 (R) 100
 2 (Y) 500
 3 (G) 1,000
 4 (I**) 5,000
 Multicorder 1 (R) 600
 2 (G) 1,000
 3 (I**) 5,000
 4 (V**) 10,000
 Multicorder programs (varies) 100
 PDC (R) 250

Drugs and recreation

Asperquaint (Tireless Servant) tablet (Y) 6cr
 Cancer-Lite Cigarettes (R) 6
 Cancer-Free Cigarettes (O) 8
 FunFun Firecrackers (safe for all ages!) (R) 5 each
 Gelgermine (Inner Happiness) tablet (R) 2
 Gelgermine aerosol spray (G) 200
 Pyroxidine (Wide-Awake) tablet (R) 20
 Pyroxidine capsule (R) 100
 Rolactin (Happy Life) tablet (B) 50
 Sandallathon (Sleepy-Sleepy) tablet (R) 1
 Visomorpain (Little Black Friend) tab (IR) 1
 Xanitrick (Wakey-Wakey) tablet (IR) 1
 Yo-yo (lasts for hours!) (G) 20

Food, drink and consumables

Bouncy Bubble Beverage (choice of flavors)
 Plain (IR) 1
 Extra Classic (R) 2
 Tastes Just Like Something Orange! (O) 2
 R&D Experimental Flavor #71 (illegal) 10
 Chocolyke Puff Crunchers, can (O) 10
 Cold Fun (3 fun flavors: Pink, Brown, Vanilla)
 Single-serving cup (IR) 2
 Single-serving cone (R) 3
 5-gallon tub (O) 200
 CruncheeTym Algae Chips
 Plain (IR) 1
 Not Quite As Plain (R) 1
 Trippple Cheeze (Y) 3

Vague Hint of Guacamole (G) 3
 Minty Breath-O-Fresheners, tin (O) 10
 Vita-Yum Meal Substitute Bar (R) 2
 Vita-Yum Meal Substitute Bar Substitute Pill (O) 5

Hygiene and maintenance

Bandages, self-stick, box of 25 (Y) 25
 Chainsaw, electric (I) 100
 Chapstick, Dynamint flavor (G) 100
 Comb, red (R) 5
 Crowbar (Y) 10
 Dental floss, 10m (O) 1
 Hammer (O) 10
 Hottorch (R) 100
 Instant Cleans-O-Spray (R) 50cr
 Lemonie-Moistened Towelettes, 20ct (R) 50
 Nail (I) 1
 Tella-O-MLY Pocket Mirror (R) 5

Survival and technology

Bag, collapsible travel (G) 50
 Binoculars (O) 50
 Bullhorn, with MegaBooster! (R) 50
 Calculator (I) 10
 Disposable lighter (I) 4
 Fake RED laser barrel, non-op (illegal) 12
 Fake ORANGE barrel, non-op (illegal) 18
 Fake YELLOW barrel, non-op (illegal) 27
 Geiger counter (B) 100
 Lantern, electric (B) 20
 Magnifying glass, bifocal (G) 5
 Matches, box (B) 1
 Nightvision goggles (I) 300
 Plasticord, per meter (R) 1
 Slide rule (Y) 10
 Stopwatch (Y) 15
 Umbrella (V) 10
 Utility knife multi-tool (B) 50

Vehicles

Vehicle prices and availability vary. Rebates possible. Dealer prep and options not included.

Autocar (R) 15,000
 Copter (G) 75,000
 Crawler (Y) 50,000
 Flybot (B) 125,000
 Transbot (O) 50,000
 Vulturecraft (B**) you can't afford this

3. Prehistory Pachinko

An Alpha Complex citizen starts his industrious and loyal life as a Junior Citizen in one of The Computer's thousands (millions?) of closed and closely supervised creches. For 14 years, teachbots and HPD&MC teachers instruct him in the myriad skills and mandates he needs to successfully integrate into Alpha Complex society and serve The Computer efficiently, safely and loyalty. On his 14th birthday, The Computer assigns him to a service group as an INFRARED citizen. He gets a barracks assignment, a shiny black jumpsuit and boots, a ME Card with 100 credits and a *lot* of drugs. (He's INFRARED, after all.)

Troubleshooters are usually at least RED Clearance. (Sometimes your GM may run a campaign with higher-clearance Troubleshooters or with non-Troubleshooter characters, especially if your GM has the well-written and useful rules supplement *Extreme PARANOIA*. Urge him to buy it today!) That leaves a lot of experience between the original INFRARED with that 'just out of the creche' smell and the halfway-seasoned citizen you eventually play.

Your GM might ask you to spend hours crafting a background and history for each PC, explaining the character's rise to RED (or higher) and creating friends, enemies and a treason-filled past... but we doubt it. Unless you're playing a Straight series, your PC probably won't survive and reappear in another mission, so why do all that work?

You leave the hard work to us.

to skill ratings, reassignments to different service firms and similar changes, so make sure you have something to alter before going into the Pachinko.

The tables tell you where to roll next, what to write on your character sheet, what each column means, etc. Just roll 1d20, find the number you rolled on the table, and read straight to the right to get your results. For example, if you roll an 11 on the Generic Good Behavior table, you saved the life of a higher-clearance clone and you get 500 credits.

Certain tables require you to roll for *each* column in the table. For example, if you roll an 11 on the What Does This Button Do table, you pushed a brown button. Then you roll a second time to find out why you pushed it, and a third time to see what happened. Such multi-roll tables are always clearly identified.

Rolling methods

How many times should you use the Prehistory Pachinko for a given character? Obviously, for as long as the GM (who is always right) wants. Need a little more direction? Here are some options.

- ④ **Method 18:** Citizens leave the creche at 14, so use the Pachinko four times, one for each year leading up to 18 years old. It's almost too neat.
- ④ **Method Clearance:** Troubleshooters have to at least be RED Clearance. So

keep using the Pachinko until the PC is promoted to RED. This could happen in one try, or it could take over one million. Fine, it'll probably take several tries, but statistically speaking it could take more than one million. Could happen.

- ④ **Method GM:** Keep using the Pachinko until the GM says stop. The GM can also direct players to specific tables regardless of where the roles say to go next. Not much randomness in this option, but it does make sure you hit the needed tables. Well, tables the GM wants, but that's the same thing.

- ④ **Method Best:** Yes, we think this is the best method. With this one, a player gets to decide how often to use the Pachinko—until the GM says stop, of course. On completing every fourth trip through the Pachinko, if the PC hasn't yet been promoted on this or the previous three trips, then he is automatically promoted one security clearance. Why do we like this one best? Because the Pachinko takes away as much as it gives, if not more. Anything bad that happens is your fault, because you could have stopped at any time. We're willing to reward you just to keep you going. Operant player conditioning: a key principle of *PARANOIA*.

Presenting the Prehistory Pachinko!

With nigh-endless rolls of the ubiquitous 1d20 and these six dozen handy tables, you can create a detailed background for any character, player or non-player, in minutes! Start by rolling 1d20 on the Start Table. Then, like a silver ball bouncing down inside a pachinko machine, keep bouncing from table to table until you reach the end. Once there, you'll have a character background laced with intrigue, secrets and more. Then you can start all over again, creating even more skeletons in your closet.

Use the Prehistory Pachinko only after you have created your character. This system can bring small bonuses





Roll 1d20 75 times and...

All the tables in the **PARANOIA Criminal Histories** Prehistory Pachinko use a single 20-sided die (1d20). Each time the Pachinko sends you to a table, which will happen eleventy-billion times, roll 1d20 and find the number you rolled in the ranges listed in the table's first column. Then read across to the appropriate column to find the result.

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Why Do They Like You?	34
Why You Little Traitor!	22
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WHO'S A GOOD CLONE?

1-4 *Looks like you're still growing.*
Roll on the **Improve Them Skills** Table.

5-8 *Someone's been practicing!*
Roll on the **Improve Them Specialties** Table.

9-12 *It's not a layoff; it's lateral work transitioning.* Roll on the **At Least I Have A Job** table.

13-16 *Now that's setting an example.*
Roll on the **Loyalty In Action** Table.

17-20 *Aww, you made a friend.* Roll on the **Someone Doesn't Want To Kill You** Table.

START

1-6 You done good. Roll on the **Who's A Good Clone?** Table.

7-13 You done bad. Roll on the **Why You Little Traitor!** Table.

14-19 You done nothing. Roll on the **Eh...** Table.

20 You done something... *big*. Roll on the **Either/Or** Table.

EITHER/OR

1-7 **Congratulations!**
You are promoted one security clearance.

8-14 **Congratulations!**
You are demoted one security clearance. If you were INFRARED, nothing happens.

15-20 **Congratulations!**
You are terminated.
Increase your clone number.

This Pachinko run has ended.
Return to the Start Table.

WHY YOU LITTLE TRAITOR!

1-4 *Maybe your decanting went wrong.*
Roll on the **Disprove Them Skills** Table.

5-8 *—Or maybe you're just dense.*
Roll on the **Disprove Them Specialties** Table.

9-12 *You sure love that 'snooze button'.*
Roll on the **What's A Layoff?** Table.

13-16 *Now that's setting a non-example.*
Roll on the **Treason In Action** Table.

17-20 *They don't seem happy to see you....* Roll on the **Who Hates You This Time?** Table.

EH...

(Your Gamemaster, if he gets involved in the Pachinko process, may redirect you to another table in place of the result from this table. He may find it tiresome to track your current weight and hairstyle, and of course he is always right.)

1-4 *Another vidshow documentary?*
Roll on the **Useless Knowledge** Table.

5-8 *Cafeteria food is sooooo tasty!*
Roll on the **Do I Look Fat?** Table.

9-12 *Scrubots can style hair, you know.* Roll on the **Hairdo Voodoo** Table.

13-16 *Bored. Take pills. Not bored!*
Roll on the **Your Latest Addiction** Table.

17-20 *Idle hands are the traitor's playthings.* Roll on the **Approved Downtime Fun** Table.

3. PACHINKO

THE START

👁️ Improve Them Skills ↓

👁️ Disprove Them Skills ↓

👁️ Your Latest Addiction ↓

👁️ Do I Look Fat? ↓

👁️ Hairdo Voodoo ↓

IMPROVE THEM SKILLS

Don't raise any skill rating higher than 10. Thank you for your cooperation.

1-3 *You tell your boss how great she is, and she actually believes you.* +1 to your Management skill.

4-6 *Cool! You can fit through air vents!* +1 to Stealth.

7-9 *You wrestled over the last Cold Fun—and won.* +1 to Violence.

10-12 *So that's what's inside a PDC.* +1 to Hardware.

13-15 *You manage to stop giggling whenever someone says 'WYSIWYG.'* +1 to Software.

16-18 *Surely your roommate will forgive your tampering with his medication, if he revives.* +1 to Wetware.

19 *That goo sure tasted funny, but you feel great!* +1 to Power (tell your GM).

20 *Accidentally recording someone's conversation can have its benefits.* +1 to Access (tell your GM).

This Pachinko run has ended. Return to the Start Table.

DISPROVE THEM SKILLS

Don't lower any skill rating below 04. Thank you for your cooperation.

1-3 *You lose your shirt trying to win at Three Cups and a Lugnut.* -1 to Management.

4-6 *Your nickname at the service firm is 'Stompy Loudclone.'* -1 to Stealth. (If your character kit really is Stompy Loudclone, well, there you go.)

7-9 *Leaping 2 meters across a 3-meter gap rather hurts.* -1 to Violence.

10-12 *You're pretty sure the scrubot brush you broke off will glue back....* -1 to Hardware.

13-15 *While trying to send a C-mail, you place the winning C-Bay bid for 100 used B3 cans.* -1 to Software.

16-18 *But the text didn't say tourniquets aren't for facial wounds!* -1 to Wetware.

19 *That special soap from IntSec tingles, but you feel great!* -1 to Power (tell your GM).

20 *Your image is 'accidentally' used for the escaped traitor Monobomber.* -1 to Access (tell your GM).

This Pachinko run has ended. Return to the Start Table.

YOUR LATEST ADDICTION

Don't raise any skill rating higher than 10. Thank you for your cooperation.

1-3 **Gelgermine**—you have greenish saliva and poor memory.

4-6 **Sandallathon**—you have the shakes and occasional anxiety attacks.

7-9 **Xanitrick**—you have the shakes and occasional sneezing attacks.

10-12 **Asperquaint**—you have a weird facial twitch.

13-15 **Pyroxidrine**—you have strange bruises and a sporadic death-wish.

16-18 **Qualine**—you are always way open to reasonable suggestions.

19 **Bouncy Bubble Beverage**—you burp and use the bathroom a lot.

20 **CoffeeLyke**—you have the shakes and are very hyper.

Addictions lead to crime, so roll on the Treason In Action table.

DO I LOOK FAT?

1-4 *Yes, but that's because your jumpsuit doesn't fit right.* Roll on the PLC Outlet Mall Table.

5-8 *Yes, and that's because you really are fat.* -1 to Violence. Go back to the Start Table.

9-12 *Yes—suspiciously so. When was your last DNA screening, citizen?* Roll on the Why You Little Traitor! Table.

13-16 *No! Not at all! You look fabulous!* +1 to Management. Go back to the Start Table.

17-20 *No—you're suspiciously skinny. When was your last Mandatory Soylen Consumption Party?* Roll on the Why You Little Traitor! Table.

HAIRDO VOODOO

1-3 *Loyalty in the front, treason in the back!* You now have a mullet. +1 to Power (tell your GM). Go back to the Start Table.

4-6 *It's not boring, is it?* You now have a boring crewcut. -1 to Power (tell your GM). Go back to the Start Table.

7-9 *Punk rock lives, man!* You now have a mohawk. -1 to Access (tell your GM). Go back to the Start Table.

10-12 *But shaved is the new cut!* You are now bald. +1 to Access (tell your GM). Go back to the Start Table.

13-15 *I suppose some people still think it's cool--somewhere.* You now have a ponytail. Roll on the Who Hates You This Time? Table.

16-18 *Now that's a hairstyle!* You now have a short-back-and-sides. Roll on the Someone Doesn't Want To Kill You Table.

19-20 *Who uses shampoo when you can use 'product'?* You now have long, beautiful, curly locks of hair. Roll on the Either/Or Table.

WHAT SECURITY CLEARANCE IS THIS HAIRSPRAY?



- 👁️ **Improve Them Specialties →**
- 👁️ **Action Specialties Go Up ↓**
- 👁️ **Knowledge Specialties Go Up ↓**

IMPROVE THEM SPECIALTIES

Don't raise any specialty rating higher than 18. Thank you for your cooperation.

- 1-6 *No time to study, I got stuff to do!* Roll on the **Action Specialties Go Up** table.
- 7-12 *No time to do stuff, I got to study!* Roll on the **Knowledge Specialties Go Up** table.
- 13-18 *Troubleshooters do stuff while studying.* Roll on the **Some Specialties Go Up** table.
- 19-20 *Did we say 'improve'? Our mistake.* Roll on the **Disprove Specialties** table.

Don't raise any rating higher than 18. Thank you for your cooperation.

ACTION SPECIALTIES GO UP

- 1 *You can trust me! You do? Wow, that was easy!*
Add 2 to Chutzpah.
- 2 *Finally figured out Three Cups and a Lugnut was a con.*
Add 2 to Con Games.
- 3 *PLC accidentally gave you a jumpsuit that fits.*
Add 2 to Hygiene.
- 4 *It was you who uncovered the Blanket Bandit in your dormitory.*
Add 2 to Interrogation.
- 5 *I wonder why that clone gave me his Cold Fun for free?*
Add 2 to Intimidation.
- 6 *Glad it wasn't you who stepped on the IntSec goon's foot.*
Add 2 to Moxie.
- 7 *Your speech on why Teela is the best vidstar ever was well received.* **Add 2 to Oratory.**
- 8 *Is that a PDC in your pocket or are you just happy to see me?*
Add 2 to Concealment.
- 9 *You win your sector's Dress Like Your Favorite Bot contest.*
Add 2 to Disguise.
- 10 *Wait, I read about this setup on the Gray Subnets....*
Add 2 to High Alert (Scam Radar).
- 11 *There! Now the biohazard alarm won't go off every time you use the bathroom.* **Add 2 to Security Systems.**
- 12 *So that's where your roommate gets her IR Market pills.*
Add 2 to Shadowing.
- 13 *That's interesting. Tell me more about why you hate your supervisor.* **Add 2 to Surveillance.**
- 14 *Played a lot of FunBall—and knew when to get out of the way of rebots.* **Add 2 to Agility.**
- 15 *I'll never mix B3, instant Hot Fun and pyroxdine again.*
Add 2 to Demolitions.
- 16 *I got it now. First the pilot light, then trigger the flamethrower.*
Add 2 to Field Weapons.
- 17 *You are a master at Empty Bowl Fu.* **Add 2 to Hand Weapons.**
- 18 *What does this do? Ak-ak-ak-ak! Wow!*
Add 2 to Projectile Weapons.
- 19 *You never miss a shot at the wastebasket—or your roommate.*
Add 2 to Thrown Weapons.
- 20 *Drive and shoot? How about I just shoot?*
Add 2 to Vehicular Combat.

Go to the *Balance the Equation* table.

Don't raise any rating higher than 18. Thank you for your cooperation.

KNOWLEDGE SPECIALTIES GO UP

- 1 *Having a bot as your only friend isn't all bad.*
Add 2 to Bot Ops and Maintenance.
- 2 *Glass cleaner, Alka-Vescence, some boot polish for color ... it's just like B3!* **Add 2 to Chemical Engineering.**
- 3 *You know that PDC you took apart and put back together? It still works!* **Add 2 to Electronic Engineering.**
- 4 *You got the air conditioning at just the right temperature.*
Add 2 to Habitat Engineering.
- 5 *Watching Tech Services repair a vendabot is more exciting that it sounds.* **Add 2 to Mechanical Engineering.**
- 6 *No, heavy water would not make water balloons heavier to throw.* **Add 2 to Nuclear Engineering.**
- 7 *Vrooom! There you go; it was just the battery.*
Add 2 to Vehicle Ops and Maintenance.
- 8 *define {dirt == ORANGE citizens; startdirt:activate scrubber; stopdirt:no movement}.* **Add 2 to Bot Programming.**
- 9 *You manage to find a sucker willing to buy 'Slightly used RED Boots—shoelaces extra.'* **Add 2 to C-Bay.**
- 10 *You figured out which subsector is hogging all the Cold Fun.*
Add 2 to Data Analysis.
- 11 *Let's see. Keywords 'map uncensored RED briefing room.' Hit Enter and ... it worked? Cool!* **Add 2 to Data Search.**
- 12 *Plasticreds are so last cycle. Here, I'll download the credits with my PDC.* **Add 2 to Financial Systems.**
- 13 *Thanks to you, that truckbot will now stop before running people over.* **Add 2 to Vehicle Programming.**
- 14 *You wisely stayed away from the off-color Soy lent. If only your roommate was that wise.* **Add 2 to Biosciences.**
- 15 *Glass cleaner, Alka-Vescence, some boot polish for color ... it's just like B3!* **Add 2 to Bioweapons.**
- 16 *And if the MemoMax warning light goes off, just hit it hard. That usually fixes it.* **Add 2 to Cloning.**
- 17 *So that's how bandages are supposed to be used!*
Add 2 to Medical.
- 18 *Ahh! A tree! It's gonna eat me! It's gonna ... stand there?*
Add 2 to Outdoor Life.
- 19 *See that twitch? It always happens before he goes on a killing spree, so I'll be leaving now....* **Add 2 to Psychotherapy.**
- 20 *You played a vidshow backwards and found hidden messages.*
Add 2 to Suggestion.

Go to the *Balance the Equation* table.

3. PACHINKO

SPECIALTIES

- 🕒 **Disprove Them Specialties** →
- 🕒 **Some Specialties Go Up** ↓
- 🕒 **Action Specialties Drop** ↓
- 🕒 **Knowledge Specialties Drop** ↓

DISPROVE THEM SPECIALTIES

- 1-6 *You go on without me; I'm gonna take a nap.* Roll on the **Action Specialties Drop** table.
- 7-12 *What has fancy book-learnin' done for me, huh?*
Roll on the **Knowledge Specialties Drop** table.
- 13-18 *Troubleshooters aren't selected on ability.* Roll on the **Some Specialties Drop** table.
- 19-20 *That's cute—you're expecting to go to an improvement table.* Roll on this table again.

Note: If you lose points from a specialty you don't have, then write down that specialty with a rating 2 points lower than the governing skill.

Don't raise any rating higher than 18. Thank you for your cooperation.

1-2 *Your supervisor loves Happy Shapey Chippies, and you own a case of the stuff.* Add 2 to **Bootlicking**.

3-4 *Nope, the bolt was under the middle cup! Thanks for playing. Next!* Add 2 to **Sleight of Hand**.

5-6 *It's amazing how easy it is to climb through the wiring ducts.* Add 2 to **Sneaking**.

7-8 *Stop or I'll shoot! Sorry, I lied. ZAP!* Add 2 to **Energy Weapons**.

9-10 *It's not treason if you pick your own lock, right?* Add 2 to **Fine Manipulation**.

11-12 *You can punch, slap, kick and perform the Figure-Four Leg Lock.* Add 2 to **Unarmed Combat**.

13-14 *So I can scrub the inside of my laser barrel to keep it from jamming?* Add 2 to **Weapon and Armor Maintenance**.

15-16 *The Computer called me its 'bestest buddy ever?' I agree, that's odd.* Add 2 to **Hacking**.

17-18 *It took a while, but function waZ bHelp(x,y){waZwgp(z);waZwbn();return;} makes sense now.* Add 2 to **Operating Systems**.

19-20 *Red pill at morning, no lateness warning. Black pill at night, sleeper's delight.* Add 2 to **Pharmatherapy**.

Go to the **Balance the Equation** table.

SOME SPECIALTIES GO UP

ACTION SPECIALTIES DROP

- 1 *That's the work of a mutant, and I would know! ... oops.* -2, **Chutzpah**.
- 2 *And I take your credits and run. No! I mean I invest them!* -2, **Con Games**.
- 3 *Bathing is for losers!* -2, **Hygiene**.
- 4 *You gotta tell me! Please? I'll get in trouble if you don't!* -2, **Interrogation**.
- 5 *Tell me where he is or ... argh, I forgot my trousers again.* -2, **Intimidation**.
- 6 *You honestly thought bathrooms had no cameras.* -2, **Moxie**.
- 7 *Friends! Citizens! Lend me your ... hey! Come back!* -2, **Oratory**.
- 8 *I'll hide the cone rifle in my jumpsuit—no one'll notice.* -2, **Concealment**.
- 9 *Really, I'm an autocar! Beep beep!* -2, **Disguise**.
- 10 *If we were being watched, we'd know it, right?* -2, **High Alert (Scam Radar)**.
- 11 *You swear that barracks motion detector hates you.* -2, **Security Systems**.
- 12 *Hey, where'd he go?* -2, **Shadowing**.
- 13 *Can you speak into my collar? Um... no reason.* -2, **Surveillance**.
- 14 *There's a reason you get picked last in Mandatory Exercise.* -2, **Agility**.
- 15 *Red wire, green, blue... oh, just cut any of the—BOOOM!* -2, **Demolitions**.
- 16 *Shooting yourself with a tangler hurts!* -2, **Field Weapons**.
- 17 *Taste my steely spoon of vengeance! ...oops.* -2, **Hand Weapons**.
- 18 *It doesn't matter which way I load a cone rifle shell, right?* -2, **Projectile Weapons**.
- 19 *Pull the pin? I've already thrown the grenade.* -2, **Thrown Weapons**.
- 20 *Their tires? I swear you said to shoot our tires!* -2, **Vehicular Combat**.

Go to the **Balance the Equation** table.

KNOWLEDGE SPECIALTIES DROP

- 1 *I'll open the repair pan—bad bot! Leggo!* -2, **Bot Ops and Maintenance**.
- 2 *If it made you sick, it'd have a warning label!* -2, **Chemical Engineering**.
- 3 *Don't stick that in a socket again.* -2, **Electronic Engineering**.
- 4 *It's all the same water, so I'll drink from the toilet ... yick!* -2, **Habitat Engineering**.
- 5 *Got my hand stuck in a vendabot! Hello?* -2, **Mechanical Engineering**.
- 6 *You love your new pet rock—it's so warm!* -2, **Nuclear Engineering**.
- 7 *People drive and talk all the time, so it's AUGH!* -2, **Vehicle Ops and Maintenance**.
- 8 *One typo and your petbot demands credits for rolling over.* -2, **Bot Programming**.
- 9 *Oooh! Slightly used RED Boots—shoelaces extra?' I bid 300cr!* -2, **C-Bay**.
- 10 *If I'm reading this right, we cross this bridge and AAAaaaahh....* -2, **Data Analysis**.
- 11 *IntSec disliked your search for 'secret society safehouse.'* -2, **Data Search**.
- 12 *Enter name, press Deposit... wait, where did my credits go?* -2, **Financial Systems**.
- 13 *The autohack won't open up 'til you say 'Pretty please.'* -2, **Vehicle Programming**.
- 14 *Was that birthmark there before you touched the glowing mold?* -2, **Biosciences**.
- 15 *Hey, look! Somebody sent me a letter filled with powdered sugar!* -2, **Bioweapons**.
- 16 *You hacked your MemoMax backup. Now what was your name...? -2, Cloning.*
- 17 *Next time, don't use a tourniquet for a nosebleed.* -2, **Medical**.
- 18 *That's a tiger? Pfft. Looks like a— getitoff getitoff aaughthepain!* -2, **Outdoor Life**.
- 19 *He's sane! Look, give him your knife. See? He didn't... oh, gross.* -2, **Psychotherapy**.
- 20 *You want algae chips... Erk! You want to let go of my neck!* -2, **Suggestion**.

Go to the **Balance the Equation** table.



- 👁️ Some Specialties Drop →
- 👁️ Balance the Equation ↓
- 👁️ Treason in Action ↓
- 👁️ Secret society treason tables ↓

BALANCE THE EQUATION

1-20 Go to the **Treason in Action** table.

TREASON IN ACTION

- 1-6 *Treasonous at home, are we?*
Roll on the appropriate **secret society treason** table.
- 7-12 *Treasonous at work, are we?*
Roll on the appropriate **service group treason** table.
- 13-15 *Just generally Treasonous.*
Roll on the **Generic Inappropriate Behavior** table.
- 16-18 *Treasonous shopping trip.* Roll on the **IR Market** table.
- 19-20 *Now that's treasonous.* Roll on the **For The Love of FC!** table.

SOME SPECIALTIES DROP

- 1-2 *'I'm the boss! I'm a vathead! I'm stupid! I'm...' Oh, hell-o, sir! Uh, been standing there long?* -2, **Bootlicking.**
- 3-4 *Maybe those burns will remind you not to steal CoffeeLike when it's hot. Eh, probably not.* -2, **Sleight of Hand.**
- 5-6 *Oh, hi! Can I call you back? I'm secretly following my team leader right now. Bye!* -2, **Sneaking.**
- 7-8 *What? Hitting someone with a laser doesn't mean throwing it at them?* -2, **Energy Weapons.**
- 9-10 *And with this one, my house of cards is... achool! Arrgh!* -2, **Fine Manipulation.**
- 11-12 *You tried boxing a jackobot. Your knuckles should heal up in a few weeks.* -2, **Unarmed Combat.**
- 13-14 *Why did I paint my reflec black? Because black reflects light, duh!* -2, **Weapon and Armor Maintenance.**
- 15-16 *Hey, anybody know what a 'firewall' is? How about eye-cee-ee?* -2, **Hacking.**
- 17-18 *Friend Computer! I— er— I was just practicing my typing!* -2, **Operating Systems.**
- 19-20 *I'm sleepy. Can I get some sandallathon to wake up a bit? Thanks.* -2, **Pharmatherapy.**

Go to the **Balance the Equation** table.

Secret society treason tables

Ahh... now we come to the beating heart of the Prehistory Pachinko. Each of these offenses lists a treason code in **boldface** (for example, **O5B**), which represents the **potential** penalty your PC faces **if he gets caught** (which, as play begins, he hasn't yet been). You are not cleared to know what these codes mean. Instead, report them loyally to your GM, who will determine your character's punishment—if he gets caught, which he hasn't yet been—with customary cheery impartiality.

Roll	Anti-Mutant	Communists
1-2	<i>This is payment for your crimes against DNA!</i> You stole credits from a lower-clearance registered mutant. O5B—if you're caught!	<i>The Party said to say goodbye.</i> You terminated an INFRARED who wanted to start his own Party. C3B—if you're caught!
3-4	<i>Either the power gets cut or you do.</i> You threatened an equal-clearance citizen to cut power to a registered mutant's dormitory. P4M	<i>Redistribution, comrades!</i> You gave credits stolen from a VIOLET citizen to a dorm full of INFRAREDS. M3B
5-6	<i>She tried to melt my brain, I swear!</i> You secretly accused an INDIGO citizen of being an unregistered mutant. P3M + x100cr	<i>No, they're the middle class!</i> You know the difference between the bourgeoisie and the proletariat. Brainscrub
7-8	<i>Oh, was that your finger? So sorry!</i> You beat up a suspected mutant of equal clearance. C3M + x100cr	<i>Wanna come back to my place?</i> You spiked the INFRARED water supply with hormone-suppressant-suppressant. B3T
9-10	<i>That fire? Maybe he started it ... with his mind!</i> You framed a higher-clearance citizen to make it seem he had an unregistered mutant power. M4B	<i>http://GRAY.commie.rtp.</i> You designed the Communist Gray Subnet pages. B2T
11-12	<i>Press 'Reboot' and run!</i> You tampered with a jackobot's asimov circuits to make it immune to Machine Empathy. Brainscrub	After disabling the cameras, you wrote 'Comrades Rule!' inside an elevator to the INDIGO levels. B2T
13-14	<i>Teleport away from this, mutie! ZAP!</i> You terminated a higher-clearance registered mutant. B3T	<i>Death to landlords!</i> You terminated a BLUE citizen because she was a BLUE citizen. Termination
15-16	<i>I'm not floating, I'm, I'm...</i> Take this! You terminated your roommate when she witnessed your mutant power. Termination	<i>I don't remember sitting there, honest!</i> You accidentally left a box of Commie leaflets in the cafeteria. Termination
17-18	<i>Kaboom!</i> You planted a bomb in a Mutant Registration Kiosk and killed several citizens. Termination	<i>What's a spectre?</i> You slipped a copy of the Communist Manifesto into the InterSector PDC Address Book before it was printed. Termination
19-20	<i>Were they mutants? Um... probably?</i> You terminated four higher-clearance citizens suspected of being mutants. Termination	<i>UVs are finks!</i> You put Fizz-Wizz in a High Programmer's showerhead. Termination

Go to the **What Evidence?** table. Remember, you're only punished if you get caught!

3. PACHINKO

SECRET SOCIETY TREASON (1)

Roll	Computer Phreaks	Corpore Metal	Death Leopard
1-2	<i>I think she's been flesharing!</i> You planted treason in the public file of a FCCC-P deacon. C3B—if you're caught!	<i>That's one less weapon against our bot brothers.</i> You disabled an EMP grenade. P3C—if you're caught!	<i>You want advice? Look up!</i> You wrote, 'Smash Something Already!' on a corridor ceiling. O3P—if you're caught!
3-4	<i>See? I've only bought Tella-O merchandise!</i> You edited your C-Bay transaction history. M3B	<i>Slap! Don't you dare talk to your superior like that!</i> You assaulted an INFRARED who yelled at a vendabot. P4M	<i>Watch this—the explosion knocks out the camera.</i> You traded videos of vandalism with other society members. P3C
5-6	<i>Go to GREY.protech.rtp and chat away.</i> You set up a Grey Subnet chatroom for Pro Tech. Brainscrub	<i>Oh-I-had-an-accident-please-help.</i> You cut off your own hand to get a cybernetic replacement. P3M + x100cr	<i>I hate lines! Hate!</i> You smashed up some furniture in a CPU office. P3M + x100cr
7-8	<i>Run this app on my PDC? Sure thing.</i> You helped launch a denial-of-service attack against an IntSec netsite. B3T	<i>Can I borrow your marker? Thanks.</i> You wrote 'Bots Rule' on a PLC store shelf. C3M + x100cr	<i>Are those wicks in his sock drawer?</i> You framed your roommate for a bomb you planted. C5M
9-10	<i>Just looking for bugs, I promise.</i> You downloaded a copy of The Computer's voice-recognition code. B2T	<i>Stay out of our Metallic Utopia, meatbag!</i> You drugged a lower-clearance citizen and dumped him Outdoors. C4B	<i>Dude, that traffic is because of me!</i> You blew up an autocar bridge. C4M + x100cr
11-12	<i>Now they've come from legitimate investments!</i> You laundered credits for a Free Enterprise member. B2T	<i>Press 'Reboot' and run!</i> You tampered with a petbot's asimov circuits to make it kill humans. Brainscrub	<i>You're an irritating little snit, you know that?</i> You pushed an INFRARED in front of a speeding transbot. C3M
13-14	<i>'I think Gary-V-MTS wants a crate of stembolts...'</i> You impersonated a VIOLET service group leader. Termination	<i>And that's why we humans are inferior, get it?</i> You tried to convert a scrubot to your society. B3T	<i>Party in Fred-G-PLC's apartment!</i> You broke into a higher-clearance home and trashed the place. M4B
15-16	<i>Another fine? Yes sir! Thank you sir!</i> You added your firm's supervisor to an IntSec Most Wanted list. Termination	<i>Die, you obsolete pile of flesh!</i> You terminated a higher-clearance citizen who belonged to the Frankenstein Destroyers. Termination	<i>Nothing wrong with a little flavor additive.</i> You added a hallucinogen to the local food vat mixtures. M3B
17-18	<i>Teach them to act all superior.</i> You distributed the ME Card numbers of several INDIGO citizens. Termination	<i>I just walk past those combots?</i> Your PDC transmitted a virus designed to corrupt asimov circuits. Termination	<i>Enjoy your trip, suckers!</i> You reprogrammed an elevator to drop hard when any button is pressed. B3T
19-20	<i>And I thought I was out of shape!</i> You found and distributed videos of an unclothed UV. Termination	<i>I know that's good, but ... I'm still scared.</i> A bot you reprogrammed killed an ULTRAVIOLET. Erasure	<i>Stickin' it to the Clone never felt so good!</i> You blew up an IntSec Security Checkpoint. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

Roll	First Church of Christ Computer-Programmer	Frankenstein Destroyers
1-2	<i>Computer, blessed be ... where's my beads?</i> You left rosary beads in a confession booth. O3P—if you're caught!	<i>This ain't what I ordered, you metal bastard!</i> You broke a vendabot that wouldn't give you a refund. C3B + x100cr
3-4	<i>I tithe, you tithe, we all tithe except His Holiness.</i> You donate 10% of your monthly wage to your church elder. P3C	<i>No juice, no bots ... no problems.</i> You ruined the power lines to a bot manufacturing facility. M3B
5-6	<i>I confess to ... give me a minute</i> You have a record of confessing just to receive penance. P3C + x100cr	<i>What's wrong? Can't clean up your own oil?</i> You damaged a scrubot beyond repair. M3B
7-8	<i>It's good for the soul! Never mind what a 'soul' is!</i> You threatened a co-worker to force him to confess his sins. C5M	<i>Preemptive revenge, anyone?</i> You sabotaged an Armed Forces warbot to make sure it cannot hurt humans. Brainscrub
9-10	<i>You get your reward when you run out of clones! Really!</i> You proselytized some INFRAREDs. C4M + x100cr	<i>No, I didn't notice those earlier. What are they?</i> You stuffed propaganda leaflets in a PLC store's bins. B2T
11-12	<i>Vow of silence—50cr.</i> You bribed your roommate who overheard your prayers to keep quiet. C3M	<i>Here's your totally and completely empty briefcase, sir.</i> You bribed a firm supervisor to replace bots with human laborers. B2T
13-14	<i>We appreciate your donation, brother.</i> You blackmailed another citizen into joining FCCC-P. M4B	<i>This transbot is out of service—permanently!</i> You blew up a transbot and its station. Termination
15-16	<i>Come to think of it, he does like crosses a lot</i> You drew a cross in a closet and framed your service firm supervisor. M3B	<i>Die, betrayer of humanity!</i> You terminated a higher-clearance citizen who belonged to Corpore Metal. Termination
17-18	<i>Verily, decanted without a template...</i> You starred in a video as Christ-U-IAN receiving The Computer's blessing. B3T	<i>I just like to hold my PDC and wave it around, okay?</i> You helped spread a virus that destroyed bot brains. Erasure
19-20	<i>Take that, heretic!</i> You terminated your firm's supervisor for belonging to a rival church faction. Termination	<i>Wow! That's good, right?</i> You programmed a bot to explode, and it took out a local CompNode. Erasure and Unhistory

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!



PLAYER SECTION

CLEARANCE RED

Roll	Free Enterprise	Humanists	Illuminati
1-2	<i>It's the third CoffeeLike machine from the left, correct?</i> You used the wrong vendobot as an IR Market drop. O3P—if you get caught!	<i>Those bottles sure do last a long time!</i> You stopped taking your mandatory medication. C3B—if you get caught!	<i>Yes, I obey!</i> You accused a lower-clearance citizen of assaulting you. O3C—if you get caught (and your masters don't rescue you)!
3-4	<i>10cr to win on Troubleshooter Team Bravo!</i> You ran a betting pool in your dormitory. P3C	<i>Where's your 'Lord' now, punk?</i> You terminated a lower-clearance citizen for being part of FCCC-P. C3B	<i>Yes, I obey!</i> You broke the 2nd and 3rd floor buttons in the local elevator. P4M
5-6	<i>Gotta get there before the customers!</i> You took a shortcut through a higher-clearance area. P3C + x100cr	<i>That political essay? I saw Denise-B writing that yesterday.</i> You framed a higher-clearance citizen. M4T	<i>Yes, I obey!</i> You destroyed 322 cans of Bouncy Bubble Beverage. P3M + x100cr
7-8	<i>No, you really want to buy these wingnuts.</i> You forced some INFRAREDS to buy surplus merchandise. C5M	<i>Here's a few laser pistols, Cousin.</i> You contributed to a weapons cache for the revolution. B3T	<i>Yes, I obey!</i> You made sure a winning lottery number was 1776. C3M
9-10	<i>This shirt is from his legendary Reactor Tour!</i> You helped sell bootleg Rand-Y and the Rokbots merchandise. C4M + x100cr	<i>Let me wrap up your purchase for you!</i> You helped copy and distribute a Humanist leader's latest manifesto. B2T	<i>Yes, I obey!</i> You broke the legs of your firm's supervisor with a FunBall bat. M4B
11-12	<i>It's either steal or tell Vinnie-G he ain't getting his cut this week.</i> You stole some credits from a PLC store. C3M	<i>After the revolution, I'm chair of the Exploratory Committee.</i> You were named a future Humanist government supervisor. B2T	<i>Yes, I obey!</i> You replaced all the Mutation Registration forms at the local IntSec kiosk with Termination Vouchers. Brainscrub
13-14	<i>Smoke? I don't smell nothin'!</i> You burned a stack of illegal forms just before IntSec arrived. C3B	<i>TO: All. FROM: Unknown. SUBJ: Our Future.</i> You wrote a political tract and anonymously C-mailed it to thousands. Termination	<i>Yes, I obey!</i> You rigged a vidscreen to explode whenever anyone changed the channel manually. B3T
15-16	<i>If you like your eyes in your head, you'll forget what they saw.</i> You threatened a higher-clearance citizen to keep him quiet. M3B	<i>He knows too much—can we have IntSec pay a visit?</i> You arranged to have your supervisor terminated. Termination	<i>Yes, I obey!</i> You replaced one battery with another, and two days later a roomful of INDIGOs died of food poisoning. Termination
17-18	<i>See? Ernie-G already signed the order.</i> You forged your firm supervisor's signature for an equipment request. B3T	<i>Just say, 'Humanist' and they'll obey!</i> You installed a software backdoor in several combots. Erasure	<i>Yes, I obey!</i> You spoke a password in an empty corridor, and that night Reactor CBV-3223A melted. Termination
19-20	<i>Let's see if you like our cement shoes, eh?</i> You terminated a higher-clearance citizen who wouldn't take a bribe. Termination	<i>All I do is push this button? Sure, I'll do it.</i> You helped shut down a local CompNode. Erasure and Unhistory	<i>Yes, I obey!</i> You put poison in some TeaSir that went to a High Programmer's estate. Erasure

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

Roll	Mystics	Pro Tech
1-2	<i>Trust me, man. Sobriety is a trip in itself!</i> You stole an INFRARED's drugs. O3C—if you get caught!	<i>This must be the magnetic ... oops.</i> You broke a multicorder while trying to see how it worked. O3C—if you get caught!
3-4	<i>I confess that—I'm pulling out your wiring, haha!</i> You broke a confession booth to use as a drop for drug deals. P4M	<i>You just need a new chip, is all.</i> You fixed a citizen's PDC for credits without authorization. P4M
5-6	<i>Naw, they're cool.</i> You helped Free Enterprise sell a bunch of happiness pills. P3M + x100cr	<i>We could use some quintuple-A batteries.</i> You stole some new batteries from your service firm. P3M + x100cr
7-8	<i>Oh, wow! The colors! The colors!</i> You wandered into a higher-clearance area by accident. C3M + x100cr	<i>I'm just taking my PDC for a walk.</i> You helped smuggle strong cryptography across Alpha Complex. C3M + x100cr
9-10	<i>Don't change that channel!</i> You installed a psychedelic screen saver on the entertainment lounge's vidscreen. M4B	<i>Nuclear power is 100% safe, I swear!</i> You terminated an INFRARED who got irradiated by a reactor. C3B
11-12	<i>We need fertilizer! That's why I'm dropping my pants!</i> You helped grow mushrooms in a secret hydroponics lab. Brainscrub	<i>Should we just scan these prints?</i> You helped a Computer Phreak set up a gray subnet for bot blueprints. Brainscrub
13-14	<i>You're the Lizard King! You want to eat me! Aaaahh!</i> You terminated your roommate while having a bad trip. B3T	<i>Hello, Dr. Quantum! Er... sorry.</i> You used a member's code name in public. M3T
15-16	<i>Dude, I thought I was having the soylent!</i> You accidentally spiked the lunch of your firm's supervisor. Termination	<i>Well, that's one less thing to worry about!</i> You terminated an equal-clearance citizen suspected of being an IntSec spy. B2T
17-18	<i>Don't be such a downer, man! ZAP!</i> You terminated an IntSec officer who broke up a drug deal. Termination	<i>There's your cyberneck, now where's my credits?</i> You installed cybernetics in some Corpore Metal members. Termination
19-20	<i>Um... I'm just washing these sheets of paper, man.</i> You dumped a lot of LSD in the local water supply. Erasure	<i>I didn't know the blast radius would be THAT wide!</i> Due to your calculation error, Project Nuclear Hammer took out an entire subsector. Erasure

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

3. PACHINKO

SECRET SOCIETY TREASON (2)

Roll	Psion	PURGE	Romantics
1-2	<i>No, I didn't see that B3 move by itself.</i> You were almost caught practicing your unregistered mutant power. C4T—if you get caught!	<i>Was that an authorized subliminal message?</i> You hacked a public vidscreen to flash, 'PURGE!' once every hour. C3B—if you get caught!	<i>Quick, give me that marker!</i> While the power was out, you wrote 'Frodo Lives!' on a transtube wall. O3P—if you get caught!
3-4	<i>I wasn't working on that shift; check the roster!</i> You purposely exposed citizens to an unshielded reactor core. M3B	<i>Have you learned a lesson, or should I break your other arm?</i> You beat up a higher-clearance citizen who was trying to blackmail PURGE. M3T	<i>C'mon boxcars!</i> I need a new pair of boots! You regularly run a dice game in an abandoned corridor. P3C
5-6	<i>It's just a list for my Tella-O Fan Club!</i> Your PDC has a list of all registered mutants in your home sector. Brainscrub	<i>Need to borrow your knife—thanks.</i> You carved 'Death to UVs' in a cafeteria table. Brainscrub	<i>It's called 'reality television'.</i> You showed a quick video recruitment trailer to an INFRARED dormitory. P3C + x100cr.
7-8	<i>You didn't register, got it?</i> You destroyed some mutant registration forms before they could be processed. B3T	<i>So I put this PURGE banner in the blast crater, right?</i> You gave PURGE credit for a transtube accident. B3T	<i>What's this 'democracy' you speak of, citizen?</i> You tried to start a vote for service firm supervisor. C5M
9-10	<i>Psion? Never heard of them... die!</i> You terminated your roommate for discovering your Psion connection. B2T	<i>These are just ... Happy FunBalls! I promise!</i> You stole a crate of HE grenades from an Armed Forces cache. B2T	<i>Whatever a 'ho' is, I want one.</i> You started a filesharing subnet for swapping Old Reckoning hip-hop song files. C4M + x100cr
11-12	<i>I did not drop anything. Why not pick it up and read it?</i> You scattered pro-Psion leaflets at a transtube station during rush hour. B2T	<i>Shut up and help me stuff him in the incinerator.</i> You terminated a citizen of equal clearance who was going to rat out your cell. B2T	<i>First one to PLN Sector gets 10,000cr!</i> You organized an autocar race to recreate the Old Reckoning movie <i>The Cannonball Run</i> . C3M
13-14	<i>Think of me as Anti-Anti-Mutant.</i> You terminated a higher-clearance citizen suspected of being an Anti-Mutant leader. Termination	<i>I like warm rocks.</i> You stole from fissionable material from an R&D lab. Termination	<i>Fine, we'll go over 'offsides' one more time.</i> Your PDC has a folder from the Gatzmann Archives about Old Reckoning sports. M4B
15-16	<i>Kaboom!</i> You planted a bomb in a Mutant Registration Kiosk and killed several citizens. Termination	<i>Your ideology is no longer needed, loser.</i> You terminated a higher-clearance citizen who was kicked out of PURGE. Termination	<i>Psst! This way!</i> You smuggled a fellow Romantic out of an IntSec Interrogation Center. M3B
17-18	<i>I obey! DIE YOU GENETIC WEAKLINGS!</i> You killed an IntSec squad to protect your Control. Erasure	<i>Should I be sneezing blood?</i> You spread a biological agent in a sector, killed hundreds. Erasure	<i>Well, that was weird. Can we do it again?</i> Your experiments in the marital arts led to some interesting ... breakthroughs. B2T
19-20	<i>Sugar and spice and ethidium bromide</i> You put a powerful mutagen into the local clone banks. Erasure and Unhistory	<i>Death to The Computer!</i> You helped tacnuke a CompNode. Erasure and Unhistory	<i>He left it in my desk to frame me, right?</i> You framed your firm supervisor for owning a book on programming. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

Roll	Sierra Club
1-2	<i>It's called 'dusk,' and it's beautiful!</i> You rewired your dormitory to slowly decrease the lights at night. O3P—if you get caught!
3-4	<i>They're just jealous of our special relationship.</i> You have a pet rock. P3C
5-6	<i>So that's what a banana looks like!</i> You snuck into a hydroponics lab and 'liberated' some fruit. P3C + x100cr
7-8	<i>I'm gonna be a Mommie!</i> You are carrying around an egg of unknown type. C5M
9-10	<i>Ah-choo! Oh, sorry about that.</i> You try spreading germs, Nature's nanobots, by sneezing on everyone of equal or lower clearance. C4M + x100cr
11-12	<i>No, I haven't been here before.</i> You used another member's ME Card so IntSec won't know he went Outdoors. C3M
13-14	<i>You're going to smoke this?</i> You smuggled in some mushrooms and sold them to some Mystics. M4B
15-16	<i>I think Alpha Complex is this way.</i> You went Outdoors and got lost for two days. M3B
17-18	<i>Bad Albert!</i> You let the Club's pet gator escape, and he ate three Vulture Warriors before you caught him again. B2T
19-20	<i>Look over there, sir! ZAP!</i> You terminated a higher-clearance citizen who caught you trying to leave Alpha Complex. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

Service group treason tables

The Prehistory Pachinko litany of treasonous offenses continues with these service group tables (starting on the next page). As with the secret society entries, each of these service group offenses lists a treason code in **boldface** (for example, **O5B**), which represents the **potential** penalty your PC faces **if he gets caught** (which, as play begins, he hasn't yet been). As before, report these codes loyally to your GM, along with whatever details of the associated offense you feel might entertain him. Remember, entertain or die!



PLAYER SECTION

CLEARANCE RED

Roll	Armed Forces	Central Processing Unit	HPD & Mind Control
1-2	<i>Need to practice punching ... hey, you three!</i> C'mere! You beat up on some INFRAREDs just for fun. O3C—if you get caught!	<i>What'll it be? Try new Cheez Pleazr or try my fist?</i> You threatened a lower-clearance citizen to join a focus group. O4B—if you get caught!	<i>But 'deprecate' isn't even a word! Is it?</i> You falsely accused a lower-clearance citizen of bad grammar. O3C—if you get caught!
3-4	<i>So that's their plan of attack, eh?</i> You spied on a General's meeting to win at war games. P4M	<i>Done already? Yes, sir!</i> You disposed old forms by flushing them down the toilet. P4M	<i>She's always confusing her Hs and Bs, sir!</i> You framed an HPD&MC INFRARED for your typo in a subliminal message. P4M
5-6	<i>Need to keep my strength up!</i> You ate real food destined for a higher-clearance cafeteria. P3M + x100cr	<i>That's just old forms, so drop it anywhere.</i> You accidentally broke a crate of security cameras. P3M + x100cr	<i>Drop that hose and sing!</i> You led a singalong that stopped citizens from putting out a structure fire. P3M + x100cr
7-8	<i>I thought I told you to leave the area?</i> You gave a 'precautionary beating' to an equal-clearance citizen. C3M	<i>As of now, we were never in that office.</i> You erased some security camera footage. C3M	<i>Which means you love it? 5! No, 1!</i> You ruined a carefully planned survey. C3M
9-10	<i>The sign said 'No Smoking,' and you know how the Major smokes!</i> You framed your supervisor for an accident at the base. M3B	<i>Did you know you could request a queue bypass form?</i> You posted bureaucratic shortcuts on a grey subnet. M4B	<i>No! That didn't happen ... look, just turn around.</i> You terminated an INFRARED who couldn't unremember a piece of history. C3B
11-12	<i>What slughthrowers?</i> You stole some weapons for your secret society. Brainscrub	<i>After my cut, you have 500 unrestricted credits.</i> You removed credit licenses for your secret society. Brainscrub	<i>What videos are you talking about, sir?</i> You stole Old Reckoning videos for for secret society. Brainscrub
13-14	<i>No color means they're full, right?</i> You accidentally shipped spent laser barrels to Vulture Squadron. B3T	<i>So the cameras will now ... is that smoke?</i> Your rewiring of cameras started a huge electrical fire. B3T	<i>That's not Brian-O, that's Brian-V!</i> You submitted the wrong citizen's face for a public hating video. B3T
15-16	<i>Go back to your beat, copper! ZAP!</i> You terminated an equal-clearance IntSec Crowd Control agent. B2T	<i>Just type '555-1212' and you're in.</i> You gave an electronic lock 'skeleton key' to your secret society. Termination	<i>Those weren't important, were they?</i> You knocked a pile of new, original Teela videos in a recycler. Termination
17-18	<i>Colonel Rachel-I says, 'Thanks for the expose!'</i> You terminated a higher-clearance HPD&MC journalist for your supervisor. Termination	<i>Not only wasted time, but wasted life as well.</i> You terminated a higher-clearance PLC supervisor who refused to follow efficiency directives. Termination	<i>Listen, either you fix it or I'll fix you!</i> You terminated a higher-clearance Tech Serv repairman who refused to fix your studio's camera. Termination
19-20	<i>What barracks full of solders, sir?</i> You played around with a plasma generator and terminated 20 soldiers. Termination	<i>Wow, you all must really like B3!</i> You mistakingly handed out 50 Termination Vouchers instead of 50 free trial B3 vouchers. Termination	<i>The plans say there's nothing but rock past that wall--blast away!</i> A sector expansion you authorized destroyed a CompNode. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

Roll	Internal Security	Production, Logistics & Commissary
1-2	<i>I'm bored. Wanna scare some IRs?</i> You put some INFRAREDs under surveillance just for fun. O3C	<i>It was like that when I got it.</i> You dropped and broke a package you were delivering. O3C
3-4	<i>I recycled ... er, put that in the evidence locker! That's it!</i> You ruined some forensic evidence. P4M	<i>Where did Jenni-LDD go to this time?</i> You accidentally knocked an INFRARED into a food vat. P4M
5-6	<i>Why do I always get the short straw?</i> You snuck into an INDIGO corridor to plant a bug. P3M + x100cr	<i>They're in this warehouse ... somewhere</i> You lost several crates of hydroponic food. P3M + x100cr
7-8	<i>DFT Sector is unhappy? I meant DTF!</i> You mixed up some sector's Glee Quota measurements. C3M + x100cr	<i>Looks like you're getting seconds for dessert tonight!</i> You took a bribe to deliver extra Cold Fun to a cafeteria. C3M + x100cr
9-10	<i>Always a shame when a BLUE goes Commie, right?</i> You framed a higher-clearance citizen for treason to increase your record. M4T	<i>This costs ... um, 300 credits. Wow! Thank you!</i> You overcharged several higher-clearance citizens and pocketed the credits. M4B
11-12	<i>Shhh! Head down this vent and never come to this sector again.</i> You let one of your secret society brethren go free. Brainscrub	<i>We can use these FuzzyBobbyBobbleBots, right?</i> You stole some items and gave them to your secret society. Brainscrub
13-14	<i>Who needs proof when I got a gun?</i> You terminated an equal-clearance citizen because you lost the evidence to convict her. B2T	<i>I'm sure they're still good—PLC food never spoils.</i> You mistakingly served spoiled food to a higher-clearance citizen. B3T
15-16	<i>Gloria-Y? As in YELLOW? Um ... terminated as ordered, yes sir.</i> You accidentally terminated the wrong clone for being a Communist. Termination	<i>Well, I remember sending it out last week.</i> You forgot to issue a recall for a faulty autocar seatbelt. Termination
17-18	<i>Those were my mutants! ZAP!</i> You terminated a higher-clearance Armed Forces guard for stealing credit on a case. Termination	<i>Do you know how much the marketing cost us? ZAP!</i> You terminated a higher-clearance R&D scientist who didn't approve a product for sale. Termination
19-20	<i>Nothing to see here! It's not like Tella-O is dead or anything.</i> You accidentally started a riot that ruined a subsector. Termination	<i>Who left all these cans just sitting here?</i> You shipped 500 cases of B3 that had gone bad, sickening or killing thousands. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

3. PACHINKO

SERVICE GROUP TREASON

Roll	Power Services	Research & Design	Technical Services
1-2	<i>That paper clip ought to do the trick.</i> You used old, faulty wiring in a new INFRARED dormitory wall. O3C—if you get caught!	<i>That sound? A transbot runs right overhead, you know.</i> You lied to cover up your supervisor's failed experiment. O3C	<i>You'll remember this beating, that's for sure!</i> You beat up an INFRARED for suggesting MemoMax didn't work. O3C
3-4	<i>Nuclear power is better than being dead, am I right? Hint?</i> You threatened an equal-clearance citizen into signing a pro-nuke petition. P4M	<i>All gone, see? Aaaaah!</i> You use your daily medication to get vital test components. P4M	<i>Probably a bad battery. Lemme take a look</i> You fixed a faulty autocar without prior authorization. P4M
5-6	<i>That's why you should never trust those Tech Services folk.</i> You purposefully drained some Tech Serv fuel cells. P3M + x100cr	<i>This is a totally and completely different experiment, sir.</i> You ignored an order by a higher-clearance citizen to stop your research. P3M + x100cr	<i>That's why you should never trust those Power Services folk.</i> You purposefully drained some Power Serv fuel cells. P3M + x100cr
7-8	<i>I'm sure there's lead down there somewhere.</i> You disposed of spent fuel rods by dropping them down an elevator shaft. C3M + x100cr	<i>Science thanks you for your donation, citizen.</i> You stole credits from your roommate to pay for new materials. C3M + x100cr	<i>You can all relax—Teela is back on tonight!</i> You took a bribe to fix a vidscreen in an entertainment lounge. C3M + x100cr
9-10	<i>Looks like this has never been properly cleaned. For shame!</i> You blamed an jackobot fuel cell explosion on a higher-clearance citizen. M4B	<i>If he got that angry while holding the device ... well, that would explain the explosion.</i> You helped blame an explosion on a higher-clearance end user. M4B	<i>Oh, that line's broke. That's line 5, isn't it?</i> You forgot about a higher-clearance citizen on tech support hold. M4B
11-12	<i>A meter and a bill don't match up? Weird.</i> You hid the power use for your secret society meeting rooms. Brainscrub	<i>I just moved it. Where? Um ... I forget?</i> You stole an experimental device for your secret society. Brainscrub	<i>Use this well, and you never heard of me.</i> You stole some paint for your secret society. Brainscrub
13-14	<i>But it's our time for the monthly rolling brownout!</i> You accidentally cut power to a higher-clearance corridor. B3T	<i>Who's Mr. Smarty Clone now, eh?</i> You terminated a fellow R&D researcher who succeeded where you had failed. B2T	<i>Hey boss! That was Kelly-R-NNG, right?</i> You decanted the wrong clone replacement. B3T
15-16	<i>Just pick a room without citizens in it.</i> You mistakenly cut power to a CompNode. Termination	<i>Hmmm, you can't record on it any more?</i> You hit the wrong button and ruined a bot brain during reprogramming. Termination	<i>If I can just delete her memory of me and ... oops.</i> You accidentally erased a higher-clearance citizen's MemoMax file. Termination
17-18	<i>Stupid wrench-head! ZAP!</i> You terminated a Tech Services repairman for stealing PS batteries. Termination	<i>If only I had the proper funding!</i> You terminated an IntSec agent who would have reported your invention as a failure. Termination	<i>Stupid reactor-head! ZAP!</i> You terminated a Power Services electrician for stealing TS batteries. Termination
19-20	<i>I'll be right back—gotta use the bathroom.</i> You left your post and a reactor went critical. Termination	<i>I'm sure I closed it—let's grab some dinner.</i> You left open a biohazard container and contaminated an entire sector. Termination	<i>I have to plug my diagnostic kit in somewhere.</i> You accidentally shorted out a CompNode. Termination

Go to the *What Evidence?* table. Remember, you're only punished if you get caught!

WHAT EVIDENCE?

Note: Your Gamemaster can usually infer the evidence of your crime based on the specific treason you committed. This table provides random evidence generation just in case. If the evidence makes no sense for the given crime, ask your GM to choose a more sensible result.

Roll	Evidence you accidentally left at the scene of your crime	Skill or specialty needed to find it	Roll	Evidence you accidentally left at the scene of your crime	Skill or specialty needed to find it
1	DNA in a hair left at the scene	Biosciences	11	Scorch marks used by a particular weapon	Energy Weapons
2	A credit trail through three different PLC stores	Financial Systems	12	Autohack used to get to the scene	Vehicle Programming
3	Audio recorded by a scrubot	Bot Programming	13	An unusual tear in a citizen's jumpsuit	Hygiene
4	A video file stuck on a rarely-used hard drive	Data Search	14	A secret camera that only records to videotape	Surveillance
5	ME Card RFID (radio-frequency identification) reading	Data Analysis	15	User login records at a nearby terminal	Operating Systems
6	Electronic 'signature' of an IR Market device	Electronic Engineering	16	Wire cutters left inside a junction box	Fine Manipulation
7	An INFRARED secretly saw the whole thing	Pharmathery or Interrogation	17	Stolen goods hidden above a loose ceiling tile	Concealment
8	C-Bay cookie stored on a PDC	C-Bay	18	Final few seconds of a MemoMax recording	Cloning
9	Someone's lying, and not well	Psychotherapy	19	Fine residue only left by certain bomb-making supplies	Demolition
10	Pattern of scratches on a citizen's arm	Medical	20	Bootprints on the floor of a busy pedestrian walkway	Agility

This Pachinko run has ended. Return to the Start Table.



GENERIC INAPPROPRIATE BEHAVIOR

Roll	What you did	What you got
1	Slam! <i>Ouch, my nose!</i> You let the door slam behind you on an equal-clearance citizen.	-20cr (20cr fine)
2	<i>What traitor?</i> You walked right past a citizen you should have censured.	-50cr
3	<i>Together! Tooo... what's the next line?</i> You forgot the words to a Happiness Hymn.	Must sing one song per hour
4	<i>Idiot! I oughta... But he stepped on my toe, sir!</i> You yelled at an INFRARED for no reason.	-100cr
5	<i>Close enough, right?</i> You threw trash at a bin, missed and just walked away.	Must collect and dispose of team's trash
6	<i>Yes, I still have all ten fingers.</i> Your service firm report was full of typos.	-450cr
7	<i>I hate this place! Uhh—did I say that out loud?</i> You were caught being unhappy.	20 gelgermine pills
8	<i>Only a vathead would have written ... you made this, sir?</i> You did the opposite of bootlicking.	Sleep on the floor at your dormitory
9	<i>Let's get the pre-recycled paper for a change!</i> You spent beyond your firm's budget.	-950cr
10	<i>Zzzzzz wha?</i> You were caught sleeping on the job.	Official Reprimand from service group
11	<i>I assumed he wanted to get hit by that autohack!</i> You did nothing as a high-clearance citizen almost died.	-1,400cr
12	<i>Oops! Oh well, it was in my way.</i> You knocked a bot over by accident.	Must praise bots once per hour
13	<i>It's assigned to me, so I can do what I want with it!</i> You threw away perfectly good soylent.	Must eat only soylent until The Computer says stop
14	<i>I'll call IntSec when I get home, if I have time.</i> You failed to report a traitor.	Hand out Loyalty Preservation leaflets
15	<i>Mud fight! Ha ha! Hey, who are you?</i> You splashed dirty water on an INDIGO citizen.	-2,000cr
16	<i>Just in case someone else wants a shower.</i> You left the water running.	Carry 6-liter water bottle and offer citizens a drink
17	<i>No harm, no foul, right?</i> You gave in to treason.	Public censure by The Computer on vidshow
18	<i>Bump! What was that?</i> You ran over an innocent petbot.	Featured on <i>Negligent Citizens in Your Sector</i>
19	<i>Umm... my arm always stretches like that?</i> You were caught using your mutant power.	-2,000cr and you must register your mutation
20	<i>Take this, you—innocent bystander?</i> You terminated the wrong clone.	Demoted one clearance

Some citizens like a bad boy. Roll on the **Someone Doesn't Want to Kill You?** Table.

- 🕒 **Generic Inappropriate Behavior** ←
- 🕒 **For the Love of FC!** ↓
- 🕒 **Loyalty in Action** ↓

FOR THE LOVE OF FC!

('FC' = 'Friend Computer')

Roll	What you did	Penalty if caught
1-2	<i>We can knock out this wall, right?</i> You knocked out a support column and destroyed an entire subsector.	Erasure
3-4	<i>And now I just click 'Send,' right?</i> Your attempt at creating spam instead created an AlphaNet worm virus.	Erasure
5-6	<i>This is a flavoring agent, right?</i> You poured a powerful mutagen into a food vat.	Erasure
7-8	<i>That's just a marketing technique, right?</i> You thought 'tacnuke' was a new algae chip flavor and shipped a box to an INFRARED cafeteria.	Erasure
9-10	<i>Red means go, right?</i> You jaywalked and caused the Great M1AA Autocar Freeway Pileup.	Erasure
11-12	<i>A generator should be hot, right?</i> You turned the wrong dial and caused a reactor meltdown.	Erasure
13-14	<i>That's a home run, right?</i> You hit a FunBall through an ULTRAVIOLET's window.	Erasure
15-16	<i>The Z-Axis is height, right?</i> You misdirected a tacnuke strike and hit a VIOLET's house.	Erasure
17-18	<i>These are old forms, right?</i> You shredded 10,000 completed promotion approval forms by accident.	Erasure
19-20	<i>You said the blue button, right?</i> You accidentally flooded a subsector with heavy water.	Erasure

Go to the **What Evidence?** Table.

LOYALTY IN ACTION

- 1-6 *Not bad, but could be better.* Roll on the **Generic Good Behavior** table.
- 7-12 *You bootlicker, you!* Roll on the **Now That's Loyalty!** table.
- 13-16 *Someone gets a present!* Roll on the **PLC Outlet Mall** table.
- 17-20 *Guess that wasn't a good thing after all.* Roll on the **Treason In Action** table.



SOMEBODY DOESN'T WANT TO KILL YOU?

Yes, you use the same set of tables to determine both your friends *and* your enemies. Roll 1d20 three times per NPC:

Roll	Name	Roll	Name
1	Douglas	11	Ryan
2	Ursula	12	Amanda
3	Isaac	13	Greg
4	Connie	14	Chloe
5	Larry	15	Jake
6	Anne	16	Paige
7	Ray	17	George
8	Tracy	18	Sarah
9	Gene	19	Adam
10	Caroline	20	Liana

Roll	Clearance
1-8	INFRARED
9-13	RED
14-16	ORANGE
17-18	YELLOW
19	GREEN
20	BLUE

Roll	Service group
1-2	Armed Forces
3-4	Central Processing Unit
5-8	HPD & MInd Control
9	Internal Security
10-12	PLC
13-15	Power Services
16-17	Research & Design
18-20	Technical Services

Now go to the **Why Do They Like You?** or **Why Do They Hate You?** table, as appropriate.

WHO HATES YOU THIS TIME?

WHY DO THEY LIKE YOU?

Sometimes an NPC's reason to like you is evident from earlier results. If not, use this table to determine a motive.

- 1 You both like to secretly make fun of your supervisor back at the firm.
- 2 You make him laugh 'til B3 comes out his nose.
- 3 He thinks you'll be really easy to frame.
- 4 You helped him cheat on all his tests back in the creche.
- 5 You're the FunBall goalie on his team.
- 6 You taught him how to open a packet of Instant E-Z-Soup without burning himself.
- 7 You remind him of a younger version of himself—before the Slicer Incident.
- 8 You pushed him out of the way of a frankenstein scrubot.
- 9 You told IntSec a bot broke that monitor.
- 10 You're both really into Happiness Hymns.
- 11 He thinks you're in his secret society.
- 12 You both enjoy teasing the INFRAREDS.
- 13 You both took a long, strange trip thanks to expired gelgermine pills.
- 14 He thinks you look a lot like Tella-O-MLY.
- 15 You give in easily when he threatens to tear off your face.
- 16 You lent him some credits and didn't beat him up when he couldn't repay.
- 17 You held the elevator door for him once, and that's all it took. Sad, really.
- 18 You backed up his lie about being late to work.
- 19 He thinks you're an IntSec agent and wants to avoid getting arrested.
- 20 You buttered him up like a Warm Oblong Yeast Product.

This Pachinko run has ended. Return to the Start table.

WHY DO THEY HATE YOU?

Often an NPC's reason to hate you is evident from the earlier Pachinko table results. If there seems no obvious reason, use this table to determine a motive.

- 1 He believes you stole his promotion.
- 2 You tattled on him; he got fined 200cr.
- 3 You got the best bed in the dormitory.
- 4 You accidentally knocked him into a confession booth.
- 5 The Computer praised you for your work.
- 6 Your favorite FunBall team always beats his team in the playoffs.
- 7 You finked on his best friend to IntSec.
- 8 You're not Teela O'Malley.
- 9 He thinks you think he's stupid. He's right.
- 10 He thinks you're in a rival secret society.
- 11 You make fun of him behind his back.
- 12 You won't do what he wants you to do.
- 13 You inadvertently gave his PDC a virus.
- 14 You always seem to get the last seat on the transbot to work.
- 15 He thinks you stole 2cr from his jumpsuit while he showered.
- 16 He tried to recruit you into his society, and you turned him down.
- 17 You foiled his escape to the Outdoors.
- 18 You bought the last box of Cheez Pleezr.
- 19 You tried to terminate him, so it's a pretty valid hatred if you think about it.
- 20 No reason except he's an angry, bitter bastard.

This Pachinko run has ended. Return to the Start table.

AT LEAST I HAVE A JOB

- 1-5 **Your firm was absorbed by another firm.** Reroll your service firm and then roll on the **Eh ...** table.
- 6-10 **You have been traded.** Reroll your service firm, then roll on the **Generic Good Behavior** table.
- 11-15 **You have been re-assigned.** Reroll your service group and service firm, then roll on the **Who's A Good Clone?** table.
- 16-20 **You have been promoted** to a new position, and possibly a new clearance. Reroll your service group and service firm, then roll on the **Now That's Loyalty!** table.

WHAT'S A LAYOFF?

- 1-5 **Your firm was shut down.** Reroll your service firm type and then roll on the **Eh...** table.
- 6-10 **You have been downsized.** Reroll your service firm type, then roll on the **Generic Inappropriate Behavior** table to learn why it happened.
- 11-15 **You have been laid off.** Reroll your service group and service firm type, then roll on the **Why You Little Traitor!** table to learn why.
- 16-20 **In a complex of guaranteed employment, you managed to get yourself fired.** Reroll your service group and service firm type, then roll on the **For The Love Of FC!** table to learn the horrific reason.

3. PACHINKO

STUFF AND WHERE YOU GOT IT

- 👁️ I Don't Own This Equipment →
- 👁️ PLC Outlet Mall ↓
- 👁️ IR Market ↓
- 👁️ You Really Shouldn't Have That ↓

I DON'T OWN THIS EQUIPMENT

- 1-14 *I've never been to the sewers, I swear.* Roll on the IR Market table.
- 15-20 *I don't even know what that is.* Roll on the You Really Shouldn't Have That table.

PLC OUTLET MALL

All items are RED Clearance.

- 1 Limited Edition 'INFRARED' FuzzyBobbyBobbleBot
- 2 Memchip of 'Bake-A-Traitor: Outtakes, Bloopers, and Wackiness 2'
- 3 Self-heating Pot Noodle (Kelp-N-Peach flavor)
- 4 INFRARED-colored highlighter
- 5 'I Heart Teela!' hot beverage mug
- 6 Jazzer-U-PLN action figure with Real Programming Hands! (cannot really program)
- 7 Plush toy scrubot
- 8 Joyful Entertaining Ball
- 9 Box of 50 used paperclips
- 10 *Pompadour of FC's Love* hair styling gel
- 11 Kazoo with Happiness Hymn songbook
- 12 Coupon for one free drink at Rashaun-O's Approved Beverage Depot
- 13 *Psst—over here!* Roll on the IR Market table
- 14 Chainsaw
- 15 Three tickets to a live taping of *CSI: CSI Sector*
- 16 Rand-Y and the Rokbots ringtone for your PDC
- 17 20-pack of Commemorative FunBall Trading Cards with Pink Chewable Flavor Bar
- 18 'Infectious Disease Free!' iron-on jumpsuit patch
- 19 Broken circuit board that could be important and valuable, maybe
- 20 Oh my! Roll on the **You Really Shouldn't Have That** table

This Pachinko run has ended. Return to the Start table.

IR MARKET

- 1 Packet of 25 sunflower seeds
- 2 Wooden duck decoy
- 3 YeastyPet!, your little pal who lives on sugar & water!
- 4 Tongue cover with random YELLOW citizen's ID tattooed on it
- 5 One small cube of dehydrated water
- 6 Itching powder
- 7 Keycard for any lock GREEN or lower
- 8 Tube of Super Slippery Frickin' Fiction axle grease
- 9 A really annoying whistle
- 10 Armed Forces artillery strike call beacon (batteries not included)
- 11 AlphaNet address for Computer Phreak warez subnet
- 12 Voice command to make scrubots enter maintenance mode
- 13 A vial of FCCC-P-blessed Heavy Holy Water
- 14 SecureSig PDC signal scrambler
- 15 Laser barrel one color above your current clearance
- 16 Bots-R-Me bootprint slipcovers, guardbot version
- 17 Ice gun
- 18 Gloves with some INFRARED's fingerprints etched onto the fingertips
- 19 Two tabs of some really great LSD, man
- 20 An authentic banana peel (slightly brown)

This Pachinko run has ended. Return to the Start table.

YOU REALLY SHOULDN'T HAVE THAT

- 1 Song file of '(ULTRAVIOLETS) They're Gonna Die' by Commie Propaganda Machine
- 2 A worm virus on a standard-sized disk
- 3 C-mail anonymizer for the series 1300 PDC
- 4 Warm rocks in a tin (2 oz. enriched uranium in a small lead box)
- 5 Blank termination voucher signed by a local VIOLET
- 6 Old, crumpled photo of Karl Marx sharing a B3 with Fidel Castro and John Lennon
- 7 Asimov circuit disabler device (point-n-click, 0.5 meter range)
- 8 Latest data encryption key for Technical Services files
- 9 Video file of a High Programmer on the toilet
- 10 BLUE-Clearance map of the local sector
- 11 Thermos of chilled vodka
- 12 Vulture Squadron uniform
- 13 Elevator override code
- 14 Direct PDC number for the head of Internal Security
- 15 Power Services rolling blackout start circuit
- 16 Tella-O-MLY's address
- 17 A tacnuke cone rifle shell (but no timer or fuse)
- 18 Tuberculosis
- 19 December 1992 issue of *Playboy*
- 20 Photo of an INDIGO in a 'compromising position' with a jackobot

This Pachinko run has ended. Return to the Start table.



Useless Knowledge ↓

Approved Downtime Fun →

USELESS KNOWLEDGE

	Trivial stuff you know for some reason	Secret skill gained
1	<i>Nah, pyro- sets things on fire and tele-moves things around.</i>	Power Studies (Uncommon)
2	<i>Common household cleaners have many uses. Tee hee.</i>	Demolition (Uncommon)
3	<i>My credits have no licenses? You're right, that is odd.</i>	Cash Hacking (Uncommon)
4	<i>IntSec estimates that 7% of citizens have secret cyberneck implants.</i>	Cyborging (Uncommon)
5	<i>I know this guy who can get what you want, so stop shaking already.</i>	Drug Procurement (Uncommon)
6	<i>This was the Grand Transbot Station before it became Valuable Lesson Sinkhole Park.</i>	Alpha Complex History (Uncommon)
7	<i>No, no, no! You start with an 'm' sound before the 'ha', as in 'Mwa-ha-ha-ha!'</i>	Gloating (Unlikely)
8	<i>The Legion of Justice and the Hall of Doom? I think you got them reversed.</i>	Comic Book Trivia (Unlikely)
9	<i>Trust me, the toy prize goes inside the box of Fun Flakes.</i>	Advertising & Marketing (Unlikely)
10	<i>The TH17 Mark 3 jackobot has some serious flange pedals.</i>	Botspotting (Unlikely)
11	<i>Dude! Grab a Mildly Intoxicating Bev and party like it's Year 299!</i>	Partying (Unlikely)
12	<i>I just took five tattered jumpsuits and knitted a new one—like the cut?</i>	Knitting (Unlikely)
13	<i>That? Just some common table sugar. I'm baking a cake. Honest.</i>	Bioweapons (Unhealthy)
14	<i>And we know they worshipped 'Celebrity MPEG', though we're unclear who that was.</i>	Old Reckoning Cultures (Unhealthy)
15	<i>Wow! Somebody dropped a 100cr plasticred! Right at your feet!</i>	Bribery (Unhealthy)
16	<i>C'mon, seven ... seven ... seven ... Bot-Eyes? Crap!</i>	Gambling (Unhealthy)
17	<i>See, if it defines function7 as 'open,' then the door thinks it's already shut. Clear?</i>	Hacking (Unhealthy)
18	<i>No idea why he wants me promoted, but that's his signature there.</i>	Forgery (Unhealthy)
19	<i>For the love of FC, cut the blue wire! THE BLUE WIRE!</i>	WMD (Unhealthy)
20	<i>Hey, that's just like my cell's code for 'He's an IntSec spy.'</i>	A random society's Twitchtalk (Unhealthy)

Go to the **Balance the Equation** table.

APPROVED DOWNTIME FUN

	Elective Activity or Pursuit (EAP) club	Bonus
1	<i>I'm the starting kickback for the Fightin' #1479ers! You play on a FunBall team.</i>	+3 to Unarmed Combat
2	<i>Is that a Type-K Autocar CX? Can I drive it? You joined an Autocar Appreciation club.</i>	+3 to Vehicle Ops and Maintenance
3	<i>Me and Felix-G play the back nine on Threedays. You joined a PowerGolf team.</i>	+2 to Access
4	<i>I got the Teela cap, Teela mug, Teela underwear, Teela slide rule.... You joined a Tella-O-MLY fan club.</i>	+4 Perversity points
5	<i>Either you learn to dodge those autocars or you take up vidshow watching. You joined a Corridor Running club.</i>	+3 to Agility
6	<i>Let's hope they shut off the overflow pipes this time. You joined a Vat Swimming club.</i>	+3 to Biosciences
7	<i>I put a diode on that? Is that even a muscle? You joined an Electromuscular Sequencing club.</i>	+2 to Power
8	<i>So ... I argue about dinner and you say I don't appreciate you? A Marital Arts club.</i>	+3 to Moxie
9	<i>Loyalty Officer to Observation Tower 5. You joined a Clearance Chess club.</i>	Red reflec with extra albedo (E2)
10	<i>I wandered lonely as a bot/That scrubs on high o'er walls and floors. You joined a Creative Writing club.</i>	4 sheets of red paper
11	<i>If it weren't for Jake-U, we wouldn't have B3 today! You joined a High Programmer Appreciation club.</i>	+1 to Access (tell your GM)
12	<i>For this next scene, you pretend to be a mutant traitor! You joined an Amateur Dramatics society.</i>	Multicorder (RED)
13	<i>From the cold, dead hands of my five clone brothers! The Complex Laser Association</i>	Two red laser barrels
14	<i>Next we'll perform 'Happiness Is (A Warm Laser).' Citizens United Through Song.</i>	Boomboxbot (RED)
15	<i>Is too! Is not! Is too! Is not! Is too! Is not! You joined a Debating society.</i>	+3 to Chutzpah
16	<i>Mix Instant HappyKaff with Cold Fun to get Happy Fun Pops! You joined a Fun Foods Appreciation society,</i>	+3 to Chemical Engineering
17	<i>See those thrush pipes? That's a TH17 Mark 3 jackbot! You joined a Botspotters club.</i>	+3 to Bot Ops and Maintenance
18	<i>Spontaneous loyalty on three, ready? You joined a Spontaneous Loyalty Demonstration group.</i>	+3 to Bootlicking
19	<i>Dunno about any 'pyramid,' but this is a guaranteed investment! You joined a Genuine Credit Opportunity club.</i>	+2,000cr
20	<i>So few citizens know a tick from a check mark! You joined a Volunteer Form Checkers society.</i>	+1 to Access (tell your GM)

Go to the **Balance the Equation** table.

Old Job Pachinko

The following tables are not part of the Prehistory Pachinko, except they sort of are.

None of the previous Pachinko tables reference any of these. But Chapter 4, 'Your Old Job', describes what your Troubleshooter PC did before he became a Troubleshooter. There's a wealth of detail there, including a line describing some optional tables for more details about previous employment.

Each Old Job entry references the appropriate service group treason table listed on previous pages—for instance, a PLC Old Job suggests rolling on the PLC Treason table—but some entries refer to the brand-new tables listed below. These tables don't really fit into the Pachinko because they're service group-specific, so we gave them their own section.

Feel free to toss these tables into the Pachinko whenever you feel they're appropriate, or at least funny. You can always ignore them if you want, unless of course your GM instructs you otherwise.

- 👁️ **Old Injury** ↓
- 👁️ **Your New Phobia** ↓
- 👁️ **Bit Parts on Vidshows** ↓

Instructions for multi-column Old Job tables

Some tables on the next two pages include multiple columns. For instance, 'Where's My WMD?' has one column to determine the specific Weapon of Mass Destruction, and a second column to determine where you absentmindedly left it. In these cases, you roll 1d20 multiple times, once for *each* column in the table, and combine the results into one unique calamity.

Roll	Old Injury	Your New Phobia	Bit Parts on Vidshows
1-2	<i>I get the -itis part, but what's a col?</i> You have to use the bathroom frequently.	<i>My mental health is great, why do you ask?</i> You have agateophobia, the fear of going insane.	<i>Eat This!</i> —Hungry Customer #12
3-4	<i>I'll hold the elevator doors open with my foot.</i> You walk with a slight limp.	<i>Sure, but what's in the pill?</i> You have pharmacophobia, the fear of happy pills and other medication.	<i>Where's Teela Now?</i> —Fungus Farmer
5-6	<i>This door leads away from the core, right?</i> You have radiation burn scars.	<i>Did you just blink twice?</i> You have secasophobia, the fear of secret societies—even your own.	<i>That Show Trial Show</i> —In the audience, dressed as a scrubot
7-8	<i>I'm working on my 75th Tella-O fanatic!</i> You have carpal tunnel syndrome.	<i>That vat worker looked a lot like me....</i> You have efigophobia, the fear of your clones coming to get you.	<i>Bake-A-Traitor</i> —In the audience when "Stabby" Tab-Y was baked
9-10	<i>So I called you stupid, wanna do something about it?</i> Your nose has been repeatedly broken.	<i>I don't care if it's just a hammer, it freaks me out!</i> You have bolshephobia, the fear of Communism.	<i>Three's Mandatory</i> —Wacky Neighbor's Wacky Neighbor
11-12	<i>I'll carry those boxes, sir!</i> You have lumbago.	<i>Step away from the switch, will you?</i> You have nocturophobia, the fear of darkness and things hiding in it.	<i>IntSec!</i> —Victim in Dramatic Recreation #6403
13-14	<i>Be careful or you'll poke someone's AARRGH MY EYE!</i> You have a big scar under one eye.	<i>That's not a ... jackobot, is it? Shudder!</i> You have automatonophobia, the fear of bots and automatic devices.	<i>Best Good Sector Happy Hour</i> —The voice of Funno the Petbot
15-16	<i>I PLAYED FUNBALL FOR YEARS AND I'M JUST FINE!</i> You have a constant mild ringing in your ears.	<i>I'VE DONE NOTHING WRONG! HEAR ME? NOTHING!</i> You have intertiophobia, the fear of being arrested by IntSec.	<i>Random Medical Crisis</i> —Patient with toothache and secret heart condition
17-18	<i>But you said to run this over to DPS Sector!</i> Your knees hurt when you run or climb stairs.	<i>All I'm asking is to scan your DNA—hiding something?</i> You have mutavincophobia, the fear that mutants are after you.	<i>The NEW Captain Botaroo Show</i> —Giant B3 can mascot
19-20	<i>What step?</i> You're missing your two front teeth.	<i>I'M NOT AFRAID! HEAR ME? NOT AFRAID!</i> You have metusintertiometusophobia, the fear of being arrested for being afraid.	<i>Troubleshooter Follies</i> —Ignorant Troubleshooter...and you're still on it.



- 👁️ **Thing You Shouldn't Know** ↓
- 👁️ **Your New Allergy** ↓

- 👁️ **What Does This Button Do?** ↓
- 👁️ **How Insane Are You?** ↓

Thing You Shouldn't Know

Roll	What you accidentally learned	Penalty—if you're caught
1-2	Correct forms needed to get a replacement ME Card	M4B
3-4	What soylent is really made of—gross!	M2B
5-6	Which insurance plans actually work as stated	M2B
7-8	How to disable a confession booth doorlock	B2T
9-10	What the inside of an INDIGO's estate looks like	B2E
11-12	Which UV has a weakness for chocolate cake	Termination
13-14	What a hammer-and-sickle symbol means	Brainscrub
15-16	Entry code to Armed Forces weapon caches	Termination
17-18	A local IntSec BLUE Trooper is also a high-degree Death Leopard	Termination
19-20	Secret formula for Bouncy Bubble Beverage	Erasure

What Does This Button Do?

Roll	Button color	Why you pushed it	What happened
1-2	Blue	Part of regular duties	Random data—roll on Useless Knowledge table
3-4	Red	Supervisor told you to	Averted a disaster— gain one security clearance
5-6	Black	To turn on some music	Interesting data—roll on Thing You Shouldn't Know table
7-8	Green	Next to button you really wanted to push	Nothing happened—that you know of
9-10	White (!)	To call your secret society contact	A pile of free Cold Fun appeared—roll on Do I Look Fat? table
11-12	Brown	To flush the toilet	You dropped into a pit—roll on Old Injury table
13-14	Fuschia	Can't remember; all a blur; awful nightmares	Your firm lost all of its stock—roll on What's a Layoff? table
15-16	Flashing red	Didn't mean to	Something went <i>boom!</i> Lose one security clearance
17-18	Clear	Because it taunted you	Your sector went up in smoke— increase your clone number by one
19-20	Pink-ish	To stop that horrible noise	You realized it was all in your head—roll on How Insane Are You? table

Your New Allergy

Roll	Allergy	Your reaction
1-2	Bouncy Bubble Beverage	Lots of sneezing
3-4	Cold Fun	You break out in hives
5-6	Scrubot cleaning foam	Itchy, watery eyes
7-8	Another Troubleshooter	Coughing
9-10	Confession booths	Swollen tongue
11-12	Dust	Runny nose
13-14	Floor Wax #802	Fatigue
15-16	Real food	Shortness of breath
17-18	Anything orange-colored	Frequent bathroom use
19-20	Chapstick	Open sores

How Insane Are You?

Roll	Your mental issues
1-10	You're no more unstable than the rest of Alpha Complex, for what that's worth.
11-14	You occasionally hear whispering voices.
15-18	You think Commie Mutant Traitors are out to get you.
19	Your friend George lives in your little finger.
20	The leprechaun king wants you to kill them all.

These issues might not manifest in your clone backups -- this is totally up to your GM.

3. PACHINKO

A MOTLEY ASSORTMENT

- 🎲 **My Toolbelt** ↓
- 🎲 **Filed in the Big Round Folder** →
- 🎲 **Where's My WMD?** →
- 🎲 **What Experiment Ran Amok?** ↓

My Toolbelt	
Roll	Add this tool to your personal equipment
1-2	Inclinometer
3-4	Smoothing plane
5-6	Pneumatic syringe
7-8	Airbrush (no paint)
9-10	Staplegun
11-12	Flat nose pliers
13-14	Ball-peen hammer
15-16	Cranial caliper
17-18	Plow
19-20	Teeny-tiny flashlight

Filed in the Big Round Folder		
Roll	Important file you lost	What happened to it
1-2	Service firm quarterly report	Threw it away by accident
3-4	Radon test results for the dormitory	Spilled CoffeeLyke all over it
5-6	Troubleshooter immediate backup request	Used to play Paper Funball during lunch
7-8	Instructions for the office copybot	Accidentally shredded it
9-10	GREEN citizen's promotion to BLUE	Folded it into an origami scrubot
11-12	Service firm employee phone number list	No idea—it's just... gone
13-14	Arrest warrant for Trotsky-R-SSR	Flushed down the toilet, don't ask how
15-16	Plat of survey for the service firm's facility	Really needed to blow your nose
17-18	INDIGO citizen's change-of-address form	Caught on fire
19-20	Winning lottery ticket	Somehow got into your sandwich

Where's My WMD?		
Roll	WMD	Where you last saw it
1-2	Small amount of fissionable uranium	In the top drawer of your desk
3-4	Bot Flu	Underneath your mattress
5-6	Mustard gas canister	On the floor next to the toilet
7-8	The Nude Bomb	Near the recycling bin
9-10	300kt tactical nuclear bomb	On an empty transbot seat
11-12	Nerve agent	Next to the cafeteria salad bar
13-14	Bubonic plague	Your neighbor's cubicle
15-16	Grey Goo nanobots	The autohack you took yesterday
17-18	Ice-9	Behind your thermos at home
19-20	The Q-Bomb	Who knows?

What Experiment Ran Amok?					
Roll	Experiment	Potential damage	Roll	Experiment	Potential damage
1-2	A mutation-removing retrovirus	A few inconvenienced BLUE citizens	11-12	Dental hygiene bots	400% increase in mutations
3-4	Cold Fun that never loses its cold	Rolling blackouts	13-14	Jumpsuits that never wrinkle	You may be terminated for budget overruns
5-6	A gun the size of FDF Sector	Everybody forgets the verb 'To go'	15-16	Treasonous thought detector	Riots and looting in many sectors
7-8	Self-carbonating B3	77.35% of citizens sick for days	17-18	Intelligent spam	The end of Alpha Complex as we know it
9-10	Teleportation without that annoying 'Bamf!' noise	Red tide	19-20	An artificial, controlled singularity	The end of Alpha Complex, period



4. Your old job

Only rarely does The Computer assign a citizen to Troubleshooter duty right out of the creche. Most Troubleshooters had several jobs before The Computer drafted them into the ranks. This is why you roll a service group and service firm when making your character.

Yet this raises questions. What did your PC do in his old job? Did it help shape his specialties or give him some equipment? And why did he get promoted to Troubleshooter duty in the first place?

Worry not, for we have all the answers. (Yes, *all*. We are Famous Game Designers, so we have an answer for every question you can think of. Just remember, the answer may often be, 'Be quiet, or we'll make you learn encumbrance rules'.)

This section explores your PC's previous duty assignments. Rather than ramble for 2,000 pages trying to describe every possible job, we describe each service group's **metajobs**—its

general categories of labor. No matter what a job is officially called, it usually has a dominant characteristic or function it shares with other jobs in the same service group. For example, a secretary, a statistician and a midlevel manager have different jobs, but all do the same basic clerical work. So their metajob—the type of work they do regardless of their duty titles—is Clerical.

Each service group has five metajobs. Three of these are the same for every service group: Menial, Clerical and Technical. The other two vary by group: Armed Forces has a Strategic metajob, whereas HPD&MC has a Pedagogical metajob. Either pick a metajob that fits your character, or roll 1d20 and consult the table at the beginning of your group's section to randomly assign one.

Each metajob has a brief description of typical duties for these workers, some duty titles, common and weakness specialties typical for citizens in this metajob, some equipment that could go 'missing' when the citizen transfers to another job or Troubleshooter duty, some tables in the Prehistory Pachinko to roll on and a few reasons why a citizen in this metajob could be assigned to Troubleshooter duty.

All of this is meant to inspire you, not constrain you. None of this is canon; do what you want with it. Want a PLC character with a Strategic metajob? Go for it. Rather pick your own common specialties instead of going with that the metajob recommends? Sounds good to us.

The Prehistory Pachinko can bounce your character among several different jobs before he finally reaches the vaunted ranks of the Troubleshooters. We recommend either using the first service group assignment or the last for determining a metajob and related information, but do whatever you want. Combine, cut-out and cross-pollinate between metajobs to your heart's content. We've never worried much about internal consistency, so why should you?

Wait, why am I doing this?

Oh. We didn't explain what purpose this serves in the game? Hold on, give us a moment....

Okay, we remember now. Using the Prehistory Pachinko tables, you probably found several people, maybe bunches of people, who like you or hate you. You met all these folks in your former job. Maybe some were co-workers; others were clients; others

just happened to be visiting the warehouse that day when you toppled that fateful stack of boxes on them. We recommend developing a backstory for each of these allies, enemies, accomplices and victims, based on the duties you performed in your old job.

Tell the Gamemaster the stories you devised. In his unassailable wisdom he may accept or alter your tales as he desires. During missions in progress, he may bring in one or more of these past characters, each laden with a freight of memories related to your past deeds or misdeeds.

Stop shuddering! Remember, what works against you also works against your teammates. Keep your eyes open. When you head into the vidshow studio and your fellow Troubleshooter tries hard not to catch the eye of the YELLOW producer, loudly say 'Hmmm!' Try to meet that producer in private. Who knows—maybe your teammate dropped a box on him!



'So, Forkbot RJ-23, when did you first notice these feelings of inadequacy around the warehouse?'



'Non, non! Trust Anatole-Y! You will look, ah, most altogeizzer too-too high-clearance!'

Armed Forces old jobs

Armed Forces' five metajobs are **Menial**, **Violent**, **Technical**, **Clerical** and **Strategic**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Menial labor in Armed Forces is some of the most back-breaking work you can ever imagine outside the history of slavery. Most times, menial labor is boring—run here, carry this there, waste time until the shift's over, that sort of thing. Armed Forces menial labor has the added bonus of being pointless because there's no enemy army to fight. Many citizens in this metajob will spend hours or even days building a fort, assembling overly-complicated equipment or digging the proverbial but still real trench. Then they have to take down, disassemble or fill in whatever they just finished building, assembling or digging. Even supervisors have no idea why these duties need to be done—but they know they'll be sent to Sector Zero if the duties don't get done on time and under budget.

Common duty titles: Barrel Scrubber, Moving Target, Office Mover, Ditch Digger, Mess Hall Server, Living Example

Typical common specialties: Hygiene, Unarmed Combat, Weapon and Armor Maintenance, High Alert, Bootlicking, Mechanical Engineering

Typical weakness specialties: Moxie, Agility, Con Games, Bot Ops and Maintenance, Chutzpah, Vehicle Ops and Maintenance

'Missing' equipment: duffel bag, camouflage jumpsuit (still clearance dependent), wearable target, back support belt

Optional Pachinko tables: Armed Forces Treason, Old Injury

Why promoted to Troubleshooting: Serves faithfully and without recorded complaints, no real sense of danger, hasn't died yet.

Technical

These guys are surprisingly cocky given their lack of practice with cone rifles, but that's because the other soldiers rely on them to keep those cone rifles clean and loaded. Armed Forces techs ensure the safe operation of military hardware—everything from weapons to warbots.

The average AF tech swaggers about the base, field-stripping random pieces of machinery and pointing out how the soldier was almost about to blow his fool self up because he forgot to press some button. Usually this is a lie; the tech just wants others to know how important he is. This comes from a deep-rooted inferiority due to his lack of combat training. Sure, he went through the same six-week basic training course like any soldier, but that was years ago and he hasn't fired a weapon since.

There is one exception to this mechanically-inclined group: the medic. He still lacks the fighting skills like other techs, but he also lacks the technical skills of his brothers and sisters. Instead, he knows the human body as well as the others know bots. Which is to say, well enough to get all arrogant whenever someone scrapes a knee.



Common duty titles: Combot Specialist, Tank Driver, Bot Repairman, Clone Repairman, Barrel Borer, That Guy What Fixes Stuff

Typical common specialties: Con Games, Medical, Bot Ops and Maintenance, Vehicle Ops and Maintenance, Vehicle Programming, Weapon and Armor Maintenance

Typical weakness specialties: Bootlicking, Suggestion, Habitat Engineering, Nuclear Engineering, C-Bay, Electrical Engineering

'Missing' equipment: Combot user's manual (YELLOW), multitool kit, kevlar patch kit, medkit, kitkit (has almost anything—randomly pick what comes out), bottle of asperquaint (YELLOW)

Optional Pachinko tables: Armed Forces Treason, I Don't Own This Equipment

Why promoted to Troubleshooting: skilled at maintaining weapons and armor, fixes bots and/or people really well, knows the difference between repairkits and medkits.

Clearance	Menial	Violent	Technical	Clerical	Strategic
INFRARED	1-14	15-17	nope	18-19	20
RED	1-10	11-12	13-16	17-20	nope
ORANGE	1-5	6-12	13-17	18-20	nope
YELLOW	1	2-6	7-9	10-19	20
GREEN	1-3	4-7	8-13	14-19	20
BLUE	1-2	3-15	16-17	18	19-20
INDIGO	nope	1-7	8	9-14	15-20
VIOLET	1	2-8	nope	9-11	12-20



Clerical

Armed Forces produces a staggering amount of paperwork. Every officer must file a daily report on the status of his unit's supply, morale, hygiene, obedience, duty, readiness and casualty situations regardless of the size of the unit. A general fills out the same forms as a platoon sergeant, and all of this must be checked for accuracy, compiled into larger reports, sorted by regiment and location, scanned into electronic form, etc. This is how an Armed Forces clerk spends his day. Fun, eh?

Of course, an AF clerk has no idea what he's typing up and filing. He is a soldier, and as such, he simply obeys without really thinking all that much. So though he can quickly find the Vulture Squadron Soiled Underwear Washing Powder Use Report, he has no idea what any of the numbers mean, who tracks them, or why.

A clerk works closely with those in the strategic metajob as assistants and secretaries, doing whatever odd job a general or major needs: buy more ammo off C-Bay, fix this light switch, or buy a present for my superior officer for his Decanting Day party. This gives the clerk plenty of opportunities to learn things he really shouldn't know, as well as to see the insanity of leadership first-hand. Given that he's at the mercy of these high-clearance generals, a clerk often becomes a bit unhinged. If you ever want to see a clerk shudder, just ask him if he has ever had to plan a parade route.

Common duty titles: Secretary, Personal Assistant, Office Officer, Senior Paper Shuffler, Not A Proper Soldier If You Think About It

Typical common specialties: C-Bay, Data Search, Electronic Engineering, Psychotherapy, Hand Weapons, Chutzpah

Typical weakness specialties: High Alert, Projectile Weapons, Habitat Engineering, Cloning, Unarmed Combat, Outdoor Life

'Missing' equipment: Vulture Squadron strike request form (BLUE), staple remover (O5W impact), portable document scanner, Seal-Heal papercut spray, 583cr in plasticreds

Optional Pachinko tables: Armed Forces Treason, How Insane Are You

Why promoted to Troubleshooting: improved office efficiency by 34%, uncovered a credit-skimming scheme, worked with 'Crazy' General Hannah-V for ten months and wasn't terminated.

Violent

There are two general categories of Armed Forces personnel: those in Armed Forces contractor service firms and those in the military proper: Ground Force, Sky Force, Sea Force, etc. By and large, soldiers on the military side enjoy the weaponry, armor and destructive tendencies of the Violent metajob.

Though many workers in Alpha Complex can get violent, these soldiers are trained to be, and expected to be, extremely violent. These are the frontline soldiers in the war against the Commie Mutant Traitor menace, and only through their heroic and tireless efforts has Alpha Complex remained free. So they get big guns, lots of target practice and even some Outdoors training. They are highly trained killers.

Too bad they don't have an enemy army to kill. This leaves them frustrated; they are ready to take it to the enemy at a moment's notice, but the notice rarely comes. Sure, there's the occasional readiness drill and war game, but for the most part a soldier spends his time training, practicing and parading around Alpha Complex.

Common duty titles: Grunt, Soldier, Ditch Digger, Field Exerciser, War Game Enthusiast, Acceptable Loss

Typical common specialties: Demolition, Field Weapons, Intimidation, Outdoor Life, Bioweapons, Hand Weapons

Typical weakness specialties: Con Games, Sneaking, Data Analysis, Suggestion, Fine Manipulation, Nuclear Engineering

'Missing' equipment: Laser barrel bandolier (empty), IOU from a combot, flash grenade (stun only), boot polish, pet maple leaf (illegal)

Optional Pachinko tables: Armed Forces Treason, Old Injury

Why promoted to Troubleshooting: Great at shooting things, never complained about all those parades, violent even by Armed Forces standards.

Strategic

Not everyone gets to play with cone rifles and tankbots. Someone needs to coordinate attacks, plotting strategy and tactics from a regrettably safe distance. These are the colonels and generals of Armed Forces, always

ready to send other citizens into a battle in the War Against Communism.

Pity these poor soldiers, for they cannot attack the enemy directly. Instead, they must analyze the latest enemy intelligence and decide where, when and how to attack. They must organize logistics to keep food, ammunition and entertainment flowing to the troops. They must keep the books on service group spending and give rousing speeches to the troops. Occasionally, they might be able to ride a tankbot or battleship in an important battle exercise, but that's as close to actual combat as they can get. Pity indeed.

Though almost all these jobs are INDIGO or VIOLET Clearance, there is the occasional INFRARED. The Bottom-Up Management Perspective program selects a random INFRARED soldier and assigns him as a member of a strategic team. The goal is to prevent Armed Forces leaders from forgetting about the needs and concerns of the common soldier. In practice, the INFRARED serves CoffeeLyke and TeaSir.

Common duty titles: General, Brigadier-General, Admiral, Colonel, Colonel-General, Brigadier-Admiral, Admiral-Colonel, and any other combination to make a title seem more important than the others

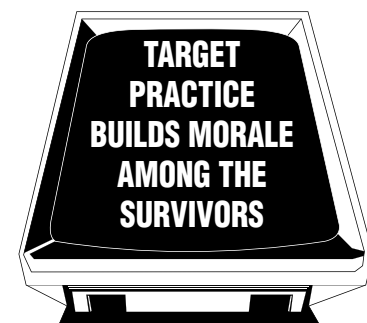
Typical common specialties: Financial Systems, Hacking, Oratory, Vehicular Combat, Chutzpah, Data Analysis

Typical weakness specialties: Bot Programming, Vehicle Ops and Maintenance, Weapon and Armor Maintenance, Bootlicking, Data Search, Cloning

'Missing' equipment: Vulture Squadron encryption code (BLUE), riding crop (BLUE), 2000cr (licensed to buy Armed Forces products only), chapstick (GREEN), tailored camouflage jumpsuit (improves Hygiene checks)

Optional Pachinko tables: Armed Forces Treason, Thing You Shouldn't Know

Why promoted to Troubleshooting: Lost a war game, better at small unit tactics than regiment-level strategy, we have to get rid of this common INFRARED person somehow.



4. YOUR OLD JOB CPU

Central Processing Unit old jobs

Central Processing Units' five metajobs are **Menial, Technical, Clerical, Analysis** and **Fieldwork**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

With the exception of certain specific Fieldwork assignments, the most dangerous jobs in CPU are menial. The turnover in these jobs is horrendous. Workers either find a way to get out, become expert in avoiding their duties, or run out of clones. Despite (or perhaps because of) the workflow procedures constantly under revision from the brightest minds in CPU to improve safety and efficiency, the typical menial CPU employee considers any day good if it brings no maimings and only minor burns.

What's so dangerous? Menial CPU employees routinely deal with high-velocity printers, toxic ink supplies, high-volume shredders, plastic media incinerators, and the dreaded de-magnetizer units, which are so powerful they've been known to pull the CRUP system right out of a clone's head. They move huge racks of delicate electronic equipment in order to improve the workflow process (for instance, making it easier for the BLUE supervisor to get to the coffee machine).

Common duty titles: Loader, Shred Jockey, Disposers, Doze-posers, Poor Sot

Typical common specialties: Agility, Bootlicking, High Alert, Sneaking, Medical, Bot Ops and Maintenance

Typical weakness specialties: Vehicular Combat, Oratory, Disguise, Slight of Hand, Outdoor Life, Weapon and Armor Maintenance

'Missing' equipment: Blank disks (INFRARED), signature stamps (varies), docbot authorization forms (ORANGE)

Optional Pachinko tables: Old Injury, At Least I Have a Job

Why promoted to Troubleshooting: Found documents indicating a coverup and exposed it to The Computer, found documents indicating a coverup and blackmailed the one doing it, length of service indicates excellence at survival.

Technical

Technical employees at CPU deal with everything from minor hardware and network management to low-level object code creation. They produce high-quality algorithms that efficiently calculate results from a number of networked databases, spreadsheets and realtime input devices in a format useful and relevant to CPU and The Computer.

That's the thory, anyway. In reality they spend their time chasing intermittent computer bugs, patching legacy systems together in ways waaay outside of spec, developing workarounds so that stuff can get done despite multiple layers of security protocol, and occasionally just sabotaging a terminal completely in hopes the request will be deprioritized by the time a new terminal arrives. Technical workers are not allowed to actually program The Computer, and any who show unusual skill in the area are quickly reassigned where they can't do any damage.

It takes a certain mindset to be a successful technical worker in CPU. Where the menial workers try to avoid work altogether, the technical workers simply have to avoid the blame after a project is completed. 'Simply'. As if it's that easy! Still, once they get good at that, the life of a technical worker is rather easy. Their job isn't terribly dangerous (by **PARANOIA** standards) and isn't at all physically demanding. The work, though dull, isn't terribly complex, but it's obscure enough that those who don't know any better can easily assume the technical worker is creating miracles.



Common duty titles: Coder, Techie, Dataman, Doughboy, Patsy

Typical common specialties: Chutzpah, Bot Programming, Hacking, Electronic Engineering, Fine Manipulation, Con Games

Clearance	Menial	Technical	Clerical	Analysis	Fieldwork
INFRARED	1-16	17-19	nope	nope	20
RED	1-8	9-10	11-18	nope	19-20
ORANGE	1-2	3-5	6-17	18-19	20
YELLOW	nope	1-2	3-9	10	11-20
GREEN	1	2-8	9-14	15-19	20
BLUE	1-2	3-7	8-17	18	19-20
INDIGO	nope	1-7	8	9-19	20
VIOLET	1	2-10	11	12-20	nope



Typical weakness specialties: Hygiene, C-Bay, Operating Systems, Chemical Engineering, Unarmed Combat, Intimidation

'Missing' equipment: electrical power bars (INFRARED), passcode lists (BLUE), wire cutters (RED)

Optional Pachinko tables: Do I Look Fat?, What Does This Button Do?

Why promoted to Troubleshooting: Shifted the blame a little too well and your 'loyalty' to The Computer was noticed in your semi-weekly review, consistently got your superiors out of the fire by making the data fit their projections, annoyed a CPU clerical worker.

Clerical

Most CPU employees fit under the clerical heading, partially because this also encompasses most of the legal department. After all, licenses don't write themselves—at least not unless they're one of those new viral recombinant strains, but those are rare enough that you shouldn't have to worry much. After all, only a mean GM would inflict on his players a license that altered its own terms every minute or so, and only a truly *sadistic* GM would tell the rest of your group you already have experience interpreting those kinds of things.

The work of a CPU clerical employee varies between deathly dull and mind-twisting. Interpreting multiple conflicting procedure and policy manuals, with the knowledge that your life may be on the line if you get it wrong, has lead to a high incidence of psychosis among CPU clerical workers. Fortunately, The Computer recognizes the danger and ensures every CPU employee has ample access to helpful and entertaining psychotropic drugs. The Computer also wisely keeps these people well away from any type of programming.

Common duty titles: Clerk, Typist, Lawyer, Data Entry, Dweeb.

Typical common specialties: C-Bay, Data Search, Psychotherapy, Pharmatherapy, Interrogation, Oratory

Typical weakness specialties: Hacking, Operating Systems, Outdoor Life, Bioweapons, Intimidation, Chutzpah

'Missing' equipment: Office supplies (INFRARED), multi-line/handset wireless phone (GREEN), Portable Cubicle Wall (RED)

Optional Pachinko tables: Filed in the Big Round Folder, How Insane Are You?

Why promoted to Troubleshooting: Substituted your own name for a real Troubleshooter to Get Out of This Rat Hole, was substituted by a co-worker for a real Troubleshooter to Get Him Away From Me, recognized for exemplary performance leading to efficiency gains... and is expected to do the same for the Troubleshooter team.

Analysis

All that data input and licenced by clerical workers, massaged by technical workers, and eventually destroyed by menial workers, is actually analyzed. Analysts recommend changing various procedures to increase efficiency. Then after their recommendations are implemented, they analyze the results to determine what else should be changed. Often it ends up changing right back—but analysts explain this as 'temporary adjustments to promote satisfaction with current procedures'.

CPU analysts are sequestered so their analyses are not compromised by the ugly intrusion of 'statistical anomalies'. In other words, they never see real-world effects of their decisions. This makes them confident in the most outrageous proposals. The idea of 'getting their hands dirty' is repulsive, and if facts don't meet theory, the problem is obviously that not enough facts have been gathered.

While at work, many CPU Analysts spend their time decrypting messages IntSec suspects were sent by secret society networks, rival firms or bursts of line noise. Of the three, analysts prefer the line noise explanation, because there's less chance the message will be above their security clearance and require a brainscrub.

Common duty titles: Code Breaker, Analyst, Elitist, Geek

Typical common specialties: Data Analysis, Chutzpah, Habitat Engineering, Financial Systems, Data Search, Mechanical Engineering

Typical weakness specialties: Vehicle Programming, Moxie, Bot Programming, Bot Ops & Maintenance, Hacking, Vehicle Ops & Maintenance

'Missing' equipment: Sector maps (BLUE), AIR-on Executive Class Chair (ORANGE), daily one-time pads (VIOLET)

Optional Pachinko tables: Thing You Shouldn't Know, Who Hates You this Time?

Why promoted to Troubleshooting: Particularly poor analyses led to a problem you were called out to fix personally, decoded a particularly complex message leading to the arrest of many traitors, decoded a particularly sensitive message and annoyed someone powerful.

Fieldwork

All the data CPU processes has to come from somewhere. That's the job of fieldwork employees. Sent out not only to evaluate conditions and report back to CPU, but also to suggest efficiency changes 'on the fly', fieldwork employees are almost universally despised.

Unlike most of CPU, Fieldwork employees are quite fit and presentable. They are no-nonsense types, quick to use whatever resources they have, including threats of misfiled forms and reports. CPU fieldworkers are here to make things more efficient, and anybody who isn't actively helping them is obviously working against Alpha Complex. They take health and hygiene seriously, as these are the cornerstones of loyalty.

Common duty titles: Efficiency Coordinator, Off-Site Worker, Yellowpants, Know-it-all, Jerk

Typical common specialties: Moxie, Intimidation, Concealment, Surveillance, Hygiene, Weapons and Armor Maintenance

Typical weakness specialties: Bootlicking, Oratory, Security Systems, Con Games, Demolition, Bot Ops and Maintenance

'Missing' equipment: Truncheon (RED), Geiger counter (GREEN), vitamins (YELLOW)

Optional Pachinko tables: My Toolbelt, It's Just My Allergies

Why promoted to Troubleshooting: Exceptional ability at gathering information for CPU noted, was assigned as an onsite replacement for a dead Troubleshooter.

HPD & Mind Control old jobs

HPD&MC's five metajobs are **Menial**, **Technical**, **Clerical**, **Pedagogical** and **Clerical**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Working for HPD&MC isn't as glamorous as some citizens imagine. It's not all about rubbing elbows with vid-celebs and brainwashing the masses. As with other service groups, there is plenty of grunt work to be done—and plenty of grunts assigned to do it.

But as menial work goes, it's not so bad. Most of these jobs require little in the way of physical exertion... unless you count ego-stroking. HPD&MC employs some of the biggest egos in the Complex, and those egos need to be massaged. Continuously. If your suck-up skills are up to snuff, you can make powerful friends. If not, watch your back. Of course, you should be watching your back anyway.

Aside from this, menial jobs at HPD&MC run the gamut from dull to excruciatingly dull. Hurry-up-and-wait is the general rule here. Ambitious workers find ample time to snoop around their workplace, eavesdrop on their superiors, spread rumors about rival co-workers. All those little treasons are probably what got you promoted.

Common duty titles: Production Assistant, Assistant Production Assistant, Assistant to the Production Assistant, Stunt Double, Extra ('Loyal INFRARED Worker #3'), 'that guy who brings me my lunch'

Typical common specialties: Agility, Bootlicking, High Alert, Sneaking, Medical, Bot Ops and Maintenance

Typical weakness specialties: Vehicular Combat, Oratory, Disguise, Slight of Hand, Outdoor Life, Weapon and Armor Maintenance

'Missing' equipment: TeaSir sweeter packets (RED), box of promotional T-shirts from a cancelled sitcom (INFRARED), laser-guided back scratcher (YELLOW)

Optional Pachinko tables: HPD&MC Treason, Bit Parts In Vidshows

Why promoted to Troubleshooting: Admirable penmanship, brings superiors CoffeeLyke without being asked, same size and shape as famous vidstar (makes excellent stand-in), says amusing things about people nobody likes, gives great foot massages.

Clearance	Menial	Creative	Technical	Pedagogical	Clerical
INFRARED	1-10	nope	11-16	nope	17-20
RED	1-9	10-14	15-17	nope	18-20
ORANGE	1-8	9-12	13-15	nope	16-20
YELLOW	1-4	5-9	10-16	17	18-20
GREEN	1-2	3-12	6-13	14-18	19-20
BLUE	1	2-7	8-10	11-13	14-20
INDIGO	nope	1-6	7-10	11-16	17-20
VIOLET	nope	1-4	5-6	7-13	14-20

Creative

The Computer likes to see creativity in its citizens. Studies show that citizens with active imaginations can sustain a 23% reduction in mandatory mood enhancers. Nothing wrong with that! However, creative citizens have a habit of thinking up all these 'new ideas'. The Computer finds this rather insulting—it would prefer they use their creativity to find new ways of appreciating all the old ideas (the ones that have been graciously provided for them by The Computer). For this reason, The Computer doesn't look favorably upon 'creative types'. Nor do most service groups, HPD&MC being a notable exception.

Among the pencil-pushers, the geeks and the gussied-up thugs who run the other service groups, those with artistic inclinations are considered suspect at best. HPD&MC doesn't really care for them either, but grudgingly acknowledge creative workers serve a purpose. As such, HPD&MC acts as a refuge for citizens who really couldn't work anywhere else. Actors, screenwriters, cinematographers, graphic designers, musicians—freaks of every stripe—they all find work generating entertainment products for the citizens of Alpha Complex. It's an okay gig, if you can get it.

Ironically, creative workers receive little attention from IntSec, mostly because everyone already believes they're a bunch of treasonous lunatics. Because their guilt is generally assumed, IntSec operatives have little to gain by expending time and resources actually pursuing individual misdeeds among the creative workers. The upshot of all this:

creative workers can get away with a hell of a lot. And they do.

Of course, once a creative worker at HPD&MC gets transferred to Troubleshooter duty, all those things he got away with at his old job may be reexamined.

Common duty titles: Dancebot Choreographer, Reality Screenwriter, Product Re-vamp Packaging Consultant, Official Portraitist for VIOLET Executives,

Typical common specialties: Chutzpah, Oratory, Disguise, Agility, Bot Programming, Pharmatherapy

Typical weakness specialties: Hygiene, Sneaking, Intimidation, Energy Weapons Financial Systems, Cloning

'Missing' equipment: Video editing software for the PDC (YELLOW), set of markers in different RED tones, fan-fiction script for *That Show Trial Show*, bottle of 20 benetridin capsules (VIOLET), IntSec goon costume (GREEN), a stupid looking hat (INFRARED), bucket of Puregleam Ultrawhite paint (ULTRAVIOLET)

Optional Pachinko tables: HPD&MC Treason, Generic Inappropriate Behavior

Why promoted to Troubleshooting: Thinking outside (but not too far outside) the box, creating works of breathtaking beauty and cost-effectiveness, displays insight into the tastes of INFRARED audiences... such as they are.

Technical

Technical workers from IntSec and HPD&MC are remarkably interchangeable. If you think about it, one does covertly what the other does overtly. Both service groups have a lot



of audio/visual equipment to be configured and maintained. Both groups take pride in capturing quality footage. Whether that footage is used to entertain the masses or to condemn a traitor to a messy, painful death—that's merely academic, especially when you're just the guy who mixes the audio.

In fact, a fair number of HPD&MC techies are transfers from IntSec who still maintain professional contacts with their former co-workers. Conversely, IntSec headhunters are known to grab (literally) the most talented tech workers from HPD&MC firms when they need to add a little 'vid-biz magic' to one of their sting operations. Such 'freelance opportunities' can be a mixed blessing. On the plus side, they earn you access to information you would never have seen otherwise. The downside: They earn you access to information you never would have seen otherwise.

Common duty titles: Pyrotechnics Specialist, Cambot Operator, Post Production Image Revisionist, Gaffer

Typical common specialties: Surveillance, Electronic Engineering, Demolition, Bot Ops and Maintenance, Weapon and Armor Maintenance, Biosciences

Typical weakness specialties: Disguise, Nuclear Engineering, Unarmed Combat, Habitat Engineering, Chemical Engineering, Medical

'Missing' equipment: Roll of double-strength gaffer's tape (RED), Fogg-Deluxe non-toxic smoke generator (YELLOW), vintage Old Reckoning machine-gun (firing pin removed; GREEN)

Optional Pachinko tables: HPD&MC Treason, What Does This Button Do?

Why promoted to Troubleshooting: A whiz with the Glitztronix 250 Graphics System, fixes more things than he breaks, distributed a hilarious 'blooper reel' of an exceedingly pompous vidnews anchor, knows a guy who knows a guy.

Clerical

In Alpha Complex, there's a lot of authority tied up in paperwork. Therefore, the people who control the paperwork boast a shocking amount of power. This is especially true at HPD&MC, where clerical workers have secured a death grip on the budget process for every major project. Remember all those creative types we talked about earlier? They can't be expected to stick to a budget or to meet deadlines—not without the HPD&MC clerical department riding them hard throughout the so-called 'creative process'. When a producer wants money for a

particular project, he had better have someone from clerical on his side (or in his pocket).

Most of the clericals who don't work in the vid-biz are assigned to the Housing Directorate, the agency that coordinates all matters related to public housing. Though housing construction jobs are sub-contracted out to various Tech and Power Services service firms, the Directorate is ultimately responsible for making sure every citizen has a bed to sleep in, or at least something resembling a bed. This is not exciting work, but it needs to be done right. When INFRAREDs find themselves without a place to sleep, they frequently take to the streets/corridors. Because... where else can they go?

Keep in mind, clerical housing administrators don't just deal with the INFRAREDs; they coordinate housing for all citizens. Having a friend at the Housing Directorate is the best (perhaps the only) way for mid-clearance citizens to secure the most desirable living space. If you ever hooked up an ally with a swank apartment, he certainly owes you big-time. But to set him up with that nice apartment, you probably had to arrange the eviction of the existing occupant. That previous resident—he'll also owe you. Big-time.

Common duty titles: Production Accountant, Budget Supervisor, Gap financing Coordinator, Housing Relocation Facilitator

Typical common specialties: Intimidation, Financial Systems, Surveillance, Habitat Engineering, Data Analysis, Data Search

Typical weakness specialties: Bot Programming, Electronic Engineering, Hacking, High Alert, Oratory, Vehicle Programming

'Missing' equipment: pre-approved housing transfer form (GREEN), keycard for a BLUE Clearance condo (BLUE), blueprints for the northern XUR Sector INFRARED barracks (ORANGE)

Optional Pachinko tables: HPD&MC Treason, Bit Parts In Vidshows

Why promoted to Troubleshooting: Doesn't put up with any guff, malarkey or shenanigans, strikes fear into the hearts of slackers, cuts budgets until they bleed, sends thoughtful holiday cards to co-workers.

Pedagogical

Pedagogical agents at HPD&MC aren't fond of the phrase 'mind control' (the MC in HPD&MC). The term carries sinister connotations of brainwashing, subliminal messages, mass hypnosis. These connotations are, in fact, warranted. It's just that Pedagogues prefer to think of themselves as *educators*. Their job

is to enrich the minds of all citizens—by any means necessary.

If the (sniff) *creative* workers were left to their own devices, everything they produced would be devoid of moral content. It would be nothing but slapstick and explosions, with no redeeming social value. The Pedagogues make certain every piece of HPD&MC-produced media provides citizens with a bracing dose of Computer-approved ideological content. Furthermore, they screen existing media for treasonous concepts before it is released to the public. And, as the creatives are fond of saying, 'Pedagogues could find treasonous concepts in a bowl of day-old Cold Fun.'

The Computer counts on pedagogical agents to safeguard the very soul of Alpha Complex. Therefore, it only assigns its most trusted citizens to serve in this capacity. If The Computer allowed citizens of compromised integrity to serve as pedagogues, who knows what sort of secret society propaganda could be slipped into HPD&MC produced media. Fortunately, all pedagogical agents are beyond reproach, and nothing like this ever happens.

Pedagogues tend to make more enemies than other HPD&MC workers, even more so than creatives, because they enforce the official version of truth, justice and The Computer's way. Spend enough time churning out documentaries on the evils of secret societies and someone's bound to hate you.

Common duty titles: Level II Censor, Wholesome Values Coordinator, Associate Director of Standards and Practices for Channel 4 Vidnews, Acceptable Syntax Consultant

Typical common specialties: Chutzpah, Oratory, Pharmatherapy, Psychotherapy, Suggestion, Unarmed Combat

Typical weakness specialties: Bioweapons, Bootlicking, Cloning, Medical, Moxie, Vehicular Combat

'Missing' equipment: Pre-censored copy of *The Tella-O Story* miniseries script (YELLOW), glossary of 'really nasty expletives, unsuitable for broadcast' (ORANGE), an unspeakably violent deleted scene from *When Bots Go Bad* (GREEN)

Optional Pachinko tables: HPD&MC Treason, Who Hates You This Time?

Why promoted to Troubleshooting: Expresses appropriate opinions in an appropriate manner, works with at-risk Junior Citizens in his off-hours, composes praise songs for The Computer and sings them around the office.

Internal Security old jobs

Internal Security's five metajobs are **Menial**, **Technical**, **Clerical**, **Inquisitional** and **Securitive**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Menial work in IntSec is surprisingly tame. The worst tasks are cleaning up in the termination and interrogation centers, where workers can get somewhat unnerved by the sights, sounds and puddles found in those rooms. Still, it's easier than technical work, less tedious than clerical work, cleaner than inquisitional work and safer than securitive work.

Unlike other service groups, IntSec doesn't have a lot of heavy objects that need lifting or moving. Instead, menial labor in IntSec revolves around supporting the other metajobs: repairing reflac, keeping places clean, placing explosives just before the major push into a Communist stronghold, that sort of thing. Because of this, menial workers can be a 'jack of all trades, master of none' for Internal Security. They often have a smattering of skills and knowledge of what's going on, but not enough to actually get them anywhere.

Common duty titles: Reflac Shiner, Explosives Storage Expert, Neurowhip Recharger, Treason Scene Tape Dispenser, Body Remover, Janitor

Typical common specialties: Intimidation, Weapon and Armor Maintenance, Hand Weapons, Hygiene, Bootlicking, Demolition

Typical weakness specialties: Chutzpah, Nuclear Engineering, Field Weapons, Moxie, Con Games, Projectile Weapons

'Missing' equipment: Type 'N' battery for a neurowhip (RED), reflac albedo cream (minus one damage step—YELLOW), treason scene tape (ORANGE), body bag with 'I can be recycled!' tag (INFRARED).

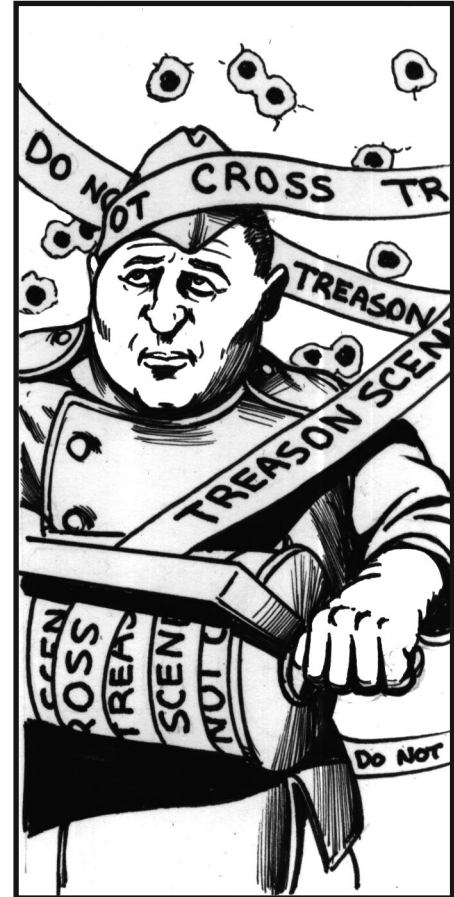
Optional Pachinko tables: Internal Security Treason, Useless Knowledge

Why promoted to Troubleshooting: Doesn't ask a lot of questions, good at maintaining weaponry, hasn't thrown up yet despite repeatedly cleaning termination centers.

Technical

IntSec uses lots and lots of machines. From microscopic bug 'mites' to the reliable guardbot, there are tons of machines that need a loving, well-trained hand to repair and maintain them. This means technical workers would be the largest group in IntSec—if it weren't for rampant and pervasive paranoia.

Remember, clearance is based on trust, not skill. INFRAREDs and REDs are usually not permitted to work in a technical capacity for fear these barely-trusted clones will sabotage needed and costly equipment. Would you trust an INFRARED to maintain a camera/blaster cluster that guards the entrance to your place of employment? Neither would IntSec. Technicians in IntSec are usually ORANGE and YELLOW, but the occasional INDIGO technician can still be found working on the really important machines—like the CoffeeLyke dispenser in the VIOLET offices.



These technical workers hate stereotypical security tasks. Most citizens believe any Internal Security agent can interrogate, guard or root out traitors just like in all the vidshows, and it surprises them when an IntSec agent says, 'Hey! I only program multicorders for covert sting operations! What's a truncheon?'

Common duty titles: DNA Scanner Operators, Bot Repairmen, Electrode Wire Checkers, Video Recording Copiers, Spybot Programmers, Slugthrower Systems Specialists

Typical common specialties: Surveillance, Electronic Engineering, Fine Manipulation, Bot Ops and Maintenance, Weapon and Armor Maintenance, Biosciences

Typical weakness specialties: Disguise, Nuclear Engineering, Unarmed Combat, Habitat Engineering, Chemical Engineering, Medical

'Missing' equipment: Spy powder (see PARANOIA Stuff—BLUE), one random DNA sample (INFRARED), wire integrity voltmeter (RED), spybot user manual (GREEN)

Clearance	Menial	Technical	Clerical	Inquisitional	Securitive
INFRARED	1-12	nope	13-19	nope	20
RED	1-10	nope	11-18	19-20	nope
ORANGE	1-5	6-13	14-16	17-18	19-20
YELLOW	1-3	4-14	15-18	19	20
GREEN	nope	1-6	7-9	10-13	14-20
BLUE	nope	1-5	6-8	9-14	15-20
INDIGO	nope	1-4	5-9	10-18	19-20
VIOLET	nope	nope	1-8	9-19	20



Optional Pachinko tables: Internal Security Treason, I Don't Own This Equipment

Why promoted to Troubleshooting: Works well with weapons and bots, understand the technical side of surveillance, need another warm body to staff a Troubleshooter team.

Clerical

Like any police department or government office, Internal Security produces a staggering amount of paperwork. Forms and reports need to be filed to explain and justify just about anything IntSec does: why a citizen is a Citizens of Interest and suspected of treason, why the COI hasn't been arrested, why the COI has been arrested once he's taken in, why certain procedures were followed, or not followed, during Standard Questioning Performance Measures, why the body wasn't recycled after the Standard Questioning Performance Measures, etc.

Ostensibly, this is to protect the citizenry from overzealous IntSec agents. In reality, it's so high-clearance IntSec officials can keep tabs, and blackmail, on their subordinates. Clerical workers in IntSec do a brisk trade in bribery, 'misplacing' paperwork and reformatting drives to remove any evidence of misdeeds on the part of an IntSec agent. A good IntSec clerical worker can locate and lose a report within seconds. A poor IntSec clerical worker spends the rest of his life transcribing interrogation recordings. ('Q: Where were you that night? A: Augh. Arr. Stop stop oh please stop.')

Common duty titles: Secretary, Traitor Report Filer, Traitor File Reporter, Interrogation Chamber Stenographer, Data Entry Agent, Last Request Requester

Typical common specialties: Bootlicking, Data Search, Sleight of Hand, Data Analysis, Con Games, Financial Systems

Typical weakness specialties: Oratory, Bot Programming, Vehicle Programming, Surveillance, Moxie, Hacking

'Missing' equipment: List of local snitches (BLUE), box of RED pens (RED), portable paper shredder (ORANGE), low-level encryption key (YELLOW)

Optional Pachinko tables: Internal Security Treason, Filed In The Big Round Folder

Why promoted to Troubleshooting: General knowledge of all kinds of treason, assigned by a high-clearance IntSec official to get rid of him.

Inquisitional

Inquisitional workers are employed to find information, whether it be encrypted on a disk, scrawled in a secret message on a transtube wall or buried deep within the subconscious of a citizen. These are the interrogators and the investigators—the ones most likely to show up on an exciting and totally false HPD&MC edutainment vidshow.

Like his counterpart in securitive work, the average inquisitional worker is full of pride to the point of hubris. He cannot bootlick for lack of motivation. He is so used to being feared and in control that he just doesn't understand humility or begging. Because they spend their days hunting down information, inquisitional workers often know things they shouldn't. This makes them excellent targets for secret societies for conversion, which makes them equally excellent targets for Internal Affairs investigations. Once a worker leaves the interrogation chamber, his cool yet gruff demeanor falls aside, replaced with one of fear and paranoia. This is why so many inquisitional workers volunteer for unpaid overtime.

Common duty titles: Data Miner, Ears Of The Walls, Answer Man, Double Agent, Information Gatherer, Surveillance Systems Expert

Typical common specialties: Interrogation, Intimidation, Hand Weapons, Disguise, Pharmatherapy, Surveillance

Typical weakness specialties: Bootlicking, Oratory, Thrown Weapons, High Alert, Psychotherapy, Security Systems

'Missing' equipment: Name of random secret society leader (GREEN), bottle of telescopalmine (GREEN), INFRARED jumpsuit, dull, rusty knife (RED)

Optional Pachinko tables: Internal Security Treason, Thing You Shouldn't Know

Why promoted to Troubleshooting: Really good and tracking down information, knows too much and should be placed in a highly-dangerous job.

Securitive

Security jobs are the heart of Internal Security's mission. IntSec guards doors, elevators, stations, stairwells, machines, vats, people, bots, support columns, chambers—the list is almost endless, or at least heavily classified. Yet though this work is integral to IntSec, there

aren't that many workers employed in these tasks because only citizens of exceptional trust can be assigned such important responsibilities. Despite the occasional clerical error that puts an INFRARED in charge of fusion reactor security, most of these citizens are YELLOW or higher.

Most of these jobs are characterized by long stretches of extreme boredom peppered with tiny moments of extreme terror. Guarding the elevator that leads to an ULTRAVIOLET's estate is dull—until the doors open and a GREEN citizen walks out. 'How did he get in there? Did I let him slip past? Will I get blamed for anything and everything?' The traitor who committed a crime will get the correction he deserves, but the guard who let the traitor pass faces an equally punishing correction. This probably explains their unwillingness to let *anyone* past, even with authorization. Getting in trouble for refusing entry is not as painful as explaining why that mushroom cloud is not your fault.

Not all of these workers are guards. They can be assigned to 'proactive security measures' such as spying, going undercover and tailing a suspect. But if a securitive worker ever falls from grace, he is assigned to the worst job in the securitive hierarchy: riot duty. Standing around in areas of repeated riots, looking for signs of upcoming uprisings and putting them down should they begin, is stressful and doesn't win friends.

Common duty titles: Goon, Temporary Guardbot Replacement, Traitor Tracker, Undercover Agent, Riot Signs Identifier, Unofficial Designated Scapegoat

Typical common specialties: Oratory, Intimidation, Sneaking, Shadowing, Field Weapons, Bot Programming

Typical weakness specialties: Interrogation, Bootlicking, Disguise, Sleight of Hand, Unarmed Combat, Data Search

'Missing' equipment: bullhorn (ORANGE), tracking device (YELLOW), stun gun (ORANGE), ME Card reader (YELLOW)

Optional Pachinko tables: Internal Security Treason, Who Hates You This Time?

Why promoted to Troubleshooting: Rooted out traitors repeatedly, good at using violence to stop riots, so overzealous in applying violence to stop riots that he keeps causing them.

4. YOUR OLD JOB PLC

PLC old jobs

PLC's five metajobs are **Menial, Technical, Clerical, Service** and **Quality**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

PLC handles a broad range of tasks, from mining to manufacturing to bulk transport. And in each and every phase of PLC activities, there's a share of heavy lifting. Guess who handles the mindless, mildly hazardous drudgework? Yep, it's the drudges on PLC's menial staff.

Menial workers in PLC tend toward muscular builds (running to fat) and thuggish dispositions. Their jobs rarely require a lot of thought, so their workplaces breed sedition like month-old Cold Fun spawns weird fungal growths. Secret societies, Elective Activity Programs and IntSec infiltrators all compete for a slice of this disaffected personnel pie.

Common duty titles: Food Vat Worker, Cargo Hauler, Assembly Line Worker, Forklift Operator, Crate Sealer, Greenhouse Mulcher, Mineral Extraction Worker, Fry Cook, Napkin Stacker, Countertop Scrubber, Shopping Cart Retrieval Specialist

Typical common specialties: Intimidation, Moxie, Concealment, Unarmed Combat, Vehicle Ops and Maintenance, Financial Systems

Typical weakness specialties: Bootlicking, Hygiene, Surveillance, Fine Manipulation, Nuclear Engineering, Hacking

Typical Secret skills: Marital Arts, Forklift Ops and Maintenance, Meeting Free Enterprisers

'Missing' equipment: Olfactory-deadening pills (INFRARED), microwave oven (RED), case of SnaxMax Shrimp-Flava Crunchee Stix (ORANGE), crowbar (YELLOW), key to Warehouse 6063-R in BCG Sector (YELLOW), box of nails (INDIGO)

Optional Pachinko tables: PLC Treason, PLC Outlet Mall

Why promoted to Troubleshooting: Mindless obedience, strong as a bot, resistant to toxic fumes, bullied his supervisor into arranging the promotion.

Technical

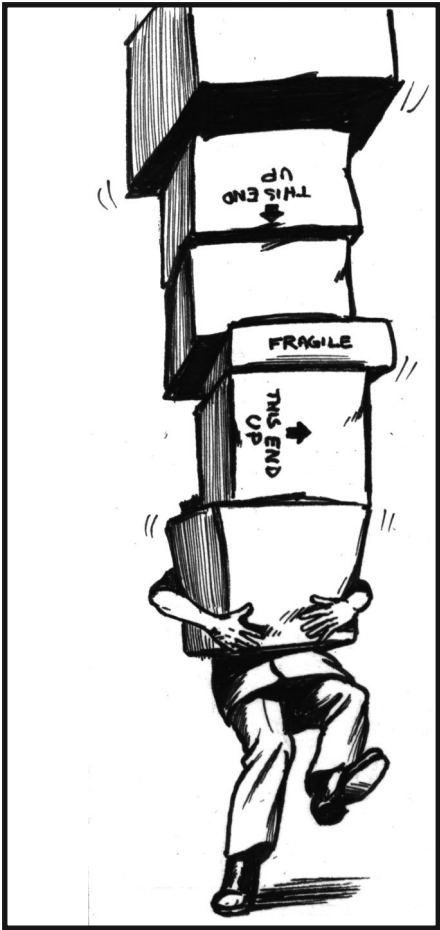
To function properly, each of PLC's manifold service firms employs its own suite of technological devices. Whether it's laser cutters and ore sorters in the mines, plastic injectors and chemical vapor depositors in the factories, or batch pasteurizers and body removal cranes at the food vats, there's always something requiring a skilled operator. PLC's technical staffers are just skilled enough to handle these needs.

The line between menial and technical workers in PLC is thin. Many career tracks, especially for handcrafters and artisans, cross over from unskilled labor to skilled technical work. The struggle for promotion can be fierce!

Technical workers in PLC deeply resent their counterparts in Technical Services. TechServ's technicians hold the authority to repair and maintain all of PLC's equipment, and they love to lord it over the peons in PLC in the process. But anyone who pushes PLC's staffers too far risks disappearing mysteriously. Oddly, such disappearances correlate with unexpected increases in the protein content of the local food vats.

Common duty titles: Machinist, Chemist, Carpenter, Chef, Video Game Programmer, Soyilent Formula Technician, Algae Chip Seasoning Specialist

Typical common specialties: Security Systems, Hand Weapons, Bot Ops and Maintenance, Mechanical Engineering, Bot Programming, Biosciences



Typical weakness specialties: Shadowing, Vehicular Combat, Nuclear Engineering, Weapons and Armor Maintenance, Hacking, Cloning

Clearance	Menial	Technical	Clerical	Service	Quality
INFRARED	1-14	nope	15	16-17	18-20
RED	1-9	10-12	13-15	16-19	20
ORANGE	1-6	7-11	12-13	14-17	18-20
YELLOW	1-4	5-9	10-12	13-17	18-20
GREEN	1	2-10	11-14	15-18	19-20
BLUE	nope	1-4	5-12	13-16	17-20
INDIGO	nope	1-6	7-13	14-18	19-20
VIOLET	nope	1-3	4-9	10-17	18-20



Typical Secret skills: Cooking, Whistling, Forgery

'Missing' equipment: Lead pipe (INFRARED), mechanic's toolkit (RED), machine lubricant aerosol (RED), hacksaw (YELLOW), 10kg drum of RealLemon flavoring (YELLOW), emergency override access code to keypad-operated doors in Soylent Enterprises Processing Plant A-13 (INDIGO)

Optional Pachinko tables: PLC Treason, What Does This Button Do?

Why promoted to Troubleshooting: Broad base of technical skills, survived five different industrial accidents, salvaged a tainted batch of B3.

Clerical

Clerical workers in PLC track, manage and massage all of the numbers involved in supply, production, logistics, distribution, inventory, consumption, wastage and recycling. Their job holds dangers; those numbers affect real merchandise worth real credits, and a misplaced decimal means angry high-clearance citizens drop by the workplace to ask you a few questions...

Anyone in PLC can steal stuff, but only Clerical staffers can make it disappear from the system. Thus clerical personnel rake in more bribes than any other metajob; graft is a way of life. Those who can't cut it end up doing everyone else's work for a fraction of the pay. Those who rat on their fellows to IntSec often end up at the bottom of the food vat wearing a biodegradable cement jumpsuit.

Common duty titles: Secretary, Economist, Data Entry Clerk, Distribution Manager, Supply Chain Consultant, Inventory Systems Statistician, Package Delivery Database Specialist, Brand Consumption Tracker, Product Obsolescence Planner

Typical common specialties: Bootlicking, Moxie, Security Systems, Data Analysis, Financial Systems, Psychotherapy

Typical weakness specialties: Interrogation, Oratory, Sneaking, Bot Programming, Operating Systems, Outdoor Life

Typical Secret skills: Cash Hacking, Advertising & Marketing, Fraudulent Accounting

'Missing' equipment: Office stationery (any clearance), CoffeeLyke percolator (ORANGE), pre-signed 'Action Squad Alpha' T-shirt wholesaler distribution form (GREEN),

service firm ME Card with 3,173cr remaining (BLUE), the secret formula to Extra-Classic B3 (VIOLET)

Optional Pachinko tables: PLC Treason, Filed in the Big Round Folder

Why promoted to Troubleshooting: Bribed the right people, annoyed the wrong people, has a knack for tracking down obsolete (yet desperately needed) merchandise.

Service

Service sector workers are the point-clones for much of the Alpha Complex economy. Citizens, especially those at higher clearances, shop for all sorts of things, and PLC needs a staff of cheerful, well-groomed citizens to do the selling.

Service workers handle tasks that require direct interaction with the public. Selected for their glossy hair and perfect teeth, these citizens are as primped and blow-dried as any HPD&MC talking head. Standing and smiling for hours on end requires a certain socially aptitude. Workers train especially for this, aided by a sizable allotment of mood-elevating drugs.

Given how little meaningful competition The Computer's fake economy allows, service workers hold power out of proportion to their station. Canny employees refuse to hand over necessary merchandise (like food or, in exceptional cases, oxygen) until they get their payola, so they rake in impressive bribes.

Common duty titles: Sales Clerk, Gift Wrap Specialist, Hair Stylist, Boot Polisher, Courier, Waiter, Bartender, Lavatory Attendant, Maître d', PR Flack, Meeting Planner, Customer Service Representative

Typical common specialties: Bootlicking, Hygiene, High Alert, Sleight of Hand, Financial Systems, Suggestion

Typical weakness specialties: Interrogation, Intimidation, Security Systems, Surveillance, Bot Programming, Bioweapons

Typical Secret skills: Hagging, Gloating, Propaganda

'Missing' equipment: Half-empty bottle of Inner Happiness tablets (RED), RFID scanning wand (ORANGE), ME Card reader (YELLOW), pricing gun (YELLOW), voice mail instruction manual (YELLOW), pepper grinder (GREEN), Alpha-Mart Executive Discount Card (BLUE)

Optional Pachinko tables: PLC Treason, Hairdo Voodoo

Why promoted to Troubleshooting: Great people skills, extorted a Troubleshooting job

from a high-clearance citizen, tried to wring a bribe from the wrong high-clearance citizen.

Quality

A perfect Complex demands perfect products. Sometimes, through accident or treason, the assembly lines churn out substandard merchandise, and someone needs to ensure that loyal citizens don't waste their hard-earned credits on inferior goods. That job falls to the steadfast quality workers in PLC.

These dedicated employees assess everything that comes out of PLC to ensure that it meets the strictest standards of sturdiness, flavor, aroma, color, texture, and carefully scheduled obsolescence. Unfortunately, the traditional Old Reckoning regimen of animal testing just isn't an option. Good thing there's a ready supply of INFRARED workers and, in emergency cases, Troubleshooters.

Common duty titles: Crash Test Dummy, Quality Control Inspector, Flavor Quality Assessor, Video Game Playtester, Equipment Assembly Controller, Pharmaceutical Purity Appraiser

Typical common specialties: Concealment, Electronic Engineering, Vehicle Ops and Maintenance, C-Bay, Vehicle Programming, Pharmatherapy

Typical weakness specialties: Shadowing, Chemical Engineering, Nuclear Engineering, Hacking, Operating Systems, Outdoor Life

Typical Secret skills: Drug Procurement, Thirty-one Official Flavors Trivia, Bribery

'Missing' equipment: Designer jumpsuit (any clearance), can opener (RED), 'Inspected By #50356' rubber stamp (RED), carton of ChocoPrune Nuggets (ORANGE), magnifying glass (GREEN), pre-release version of PillMan video game (GREEN), carton containing 12 single-dose vials of VideoLand (INDIGO)

Optional Pachinko tables: PLC Treason, Do I Look Fat?

Why promoted to Troubleshooting: Keen eye for spotting damage and flaws, bribed supervisor, framed colleague for treasonously approving damaged merchandise.

Power Services old jobs

Power Services' five metajobs are **Menial, Technical, Clerical, Engineering** and **Emergency**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Power Services runs all of Alpha Complex's habitat systems. Between the power plants, the transit network, and the air, water and waste processing systems, there's a plethora of unspeakably lousy jobs.

Menial roles in Power Services extend farther up into the clearance ladder than is usual in other service groups, due to the critical nature of the systems. Fissile materials and nuclear waste can't be left in the hands of untrustworthy drones. Who knows what sort of pranks they might squander it on?

Due to excessive noise levels, workers in these menial metajobs often communicate via hand signals. These signals have spawned many variants of Twitchtalk now in use by secret societies throughout Alpha Complex.

Common duty titles: Janitor, Waste Reservoir Stirrer, Ventilation Grille Cleaner, Hazmat Handler, Transtube Maintenance Engineer, Coolant Spill Mopper, Reactor Shielding Scrubber, Mutant Freak

Typical common specialties: Chutzpah, Sneaking, Unarmed Combat, Habitat Engineering, C-Bay, Pharmatherapy

Typical weakness specialties: Hygiene, Surveillance, Projectile Weapons, Electronic Engineering, Operating Systems, Biosciences

Typical Secret skills: Swimming, Steamroller Ops and Maintenance, Twitchtalk

'Missing' equipment: spool of insulated wire (varies), LeadLike hazmat suit (INFRARED), carton of light bulbs (RED), circuitry-cleaning aerosol (RED), Rad-B-GON anti-radiation pills (ORANGE), canister of mutagenic sludge (YELLOW), depleted uranium rod (BLUE)

Optional Pachinko tables: Power Services Treason, Old Injury

Why promoted to Troubleshooting: Familiar with interstitial areas frequented by traitors, hardened to trauma, ratted out co-worker for stealing plutonium.

Technical

By maintaining the smooth operation of critical systems, the endless legions of technical staffers in Power Services keep all of Alpha Complex running. When the lights go out and the air purifiers stop running, these are the guys everyone blames.

Although every service group has technical personnel, Power Services technicians consider their work far more important than the duties of everyone else's technicians. After all, the systems they control mean life or death for the entire Complex. Their superiority complex makes them insufferable, especially around their rivals in Technical Services.

Common duty titles: Electrician, Machinist, Transtube Traffic Controller, Oxygen Reprocessing Engineer, Power Flow Engineer, Battery Life Assessor, Control Rod Installer, Power Guy



Typical common specialties: Surveillance, Habitat Engineering, Nuclear Engineering, Data Analysis, Operating Systems

Typical weakness specialties: Con Games, Concealment, Chemical Engineering, Weapons and Armor Maintenance, C-Bay, Bot Programming

Typical Secret skills: Demolition, Video Games, Hacking

'Missing' equipment: tool kit (RED), package of replacement fuses (RED), cadmium nuclear control rod (ORANGE), electrical multimeter (ORANGE), intersector transit pass (GREEN), Geiger counter (BLUE)

Optional Pachinko tables: Power Services Treason, Where's My WMD?

Why promoted to Troubleshooting: Advanced technical skills, a keen ear for warning klaxons, was once escorted on a service service by a Troubleshooter team without anything important exploding.

Clearance	Menial	Technical	Clerical	Engineering	Emergency
INFRARED	1-12	nope	13-15	nope	16-20
RED	1-5	6-10	11-13	nope	14-20
ORANGE	1-4	5-10	11-15	16	17-20
YELLOW	1-3	4-7	8-14	15-16	18-20
GREEN	1	2-6	7-10	11-14	15-20
BLUE	1-2	3-6	7-12	13-16	17-20
INDIGO	1-3	4-5	6-10	11-16	17-20
VIOLET	1-2	3-6	7-14	15-19	20



Clerical

Paperwork is paperwork, right? Clerical workers in Power Services inventory supplies of enriched uranium, chart traffic patterns and track buildups of toxic compounds in the water supply. Some even have the authority to act on the information they accumulate. Such action commonly includes forming a working group to plan a committee structure to deal with the approaching calamity. By the time disaster strikes, the most forward-thinking members have already transferred to other positions, leaving their less politically adroit rivals to take the blame.

Clerical workers tend towards mental instability. Their work is mind-numbingly boring, yet a single error can result in total reactor meltdown and subsequent Erasure. It's no wonder many Clerical staffers in Power Services end up rocking helplessly in the corner, talking to invisible friends, or grabbing a firearm and shooting up the place.

Common duty titles: Secretary, Executive Assistant, Data Entry Specialist, Sewage Flow Rate Compiler, Radiation Emission Statistician, Power Consumption Tracking Administrator, Coolant Flow Measurement Specialist, Redundancy Routing Plotter, Paper Shuffler

Typical common specialties: Bootlicking, Sleight of Hand, Surveillance, Habitat Engineering, Data Analysis, Data Search

Typical weakness specialties: Interrogation, Disguise, High Alert, Electronic Engineering, Bot Programming, Vehicle Programming

Typical Secret skills: Power Studies, Jargon, Filesharing

'Missing' equipment: Blackmail material on Power Services executive (treasonous), glow-in-the-dark radium paperweight (RED), accurate transbot schedule (YELLOW), next month's brownout timetable for DRM Sector (BLUE), blank requisition form for fissile material (INDIGO)

Optional Pachinko tables: Power Services Treason, How Insane Are You?

Why promoted to Troubleshooting: Fastest typist in subsector data-entry pool, excessively insubordinate, at the bottom of the office pecking order.

Engineering

Engineering personnel design all of the power plants, transit networks and electrical systems associated with Power Services. If anyone understands how these systems work on the grand scale, it's these guys. Then again, Power Services installations are generally massive works designed by committee. Even those who survive the service group's continual orthodoxy purges only comprehend a fraction of the whole.

Engineering workplaces are the safest in all of Power Services. Despite this, Engineering personnel suffer from a relatively high mortality rate. This stems from heavy Internal Security interest; Engineers are in a position to wreak enormous havoc should they collaborate with secret society terrorists, and their lives are heavily controlled to keep them in line.

Common duty titles: Architect, Circuit Designer, Transtube Traffic Planner, Sewage Route Developer, Civil Engineer, Subcommittee Reactor Design Reconciler, Four-Eyes

Typical common specialties: Oratory, Security Systems, Surveillance, Habitat Engineering, Nuclear Engineering, Data Search

Typical weakness specialties: Moxie, Shadowing, Sneaking, Bot Ops and Maintenance, Vehicle Ops and Maintenance, Financial Systems

Typical Secret skills: Cartography, Transtube Network Knowledge, Forgery

'Missing' equipment: Laser pointer (varies), scale model of hydroelectric dam (ORANGE), sewage line blueprints (YELLOW), architectural drafting software package (GREEN), bottle of rolectin tablets (BLUE)

Optional Pachinko tables: Power Services Treason, Your Latest Addiction

Why promoted to Troubleshooting: Familiar with current GPS standards, knows what part of the reactor Troubleshooters shouldn't start a firefight in, of questionable loyalty, drew the short straw.

Emergency

When things go wrong in Power Services, they *really* go wrong. Sewage line ruptures, transbot collisions, and the occasional nuclear meltdown keep Power personnel hopping. Emergency workers stand ready to handle all of these day-to-day disasters.

Emergency staffers combine a reckless, devil-may-care attitude with an arrogance born of their job's importance and The Computer's trust. They're exceptionally difficult to deal with, especially for Technical workers in Power and Tech who resent their high-handed approach.

Authorized to enter hazard zones from which all other citizens have been evacuated, Emergency workers often 'find' valuable items that 'would just have been lost or destroyed anyway'. They usually have contacts in Free Enterprise and PLC who'll take their swag off their hands, but most keep an item or two for personal use.

Common duty titles: Reactor Shielding Volunteer, Sewage Rupture Containment Engineer, Traffic Rerouting Specialist, Fallout Guy

Typical common specialties: Intimidation, Agility, Fine Manipulation, Nuclear Engineering, Vehicle Ops and Maintenance, Medical

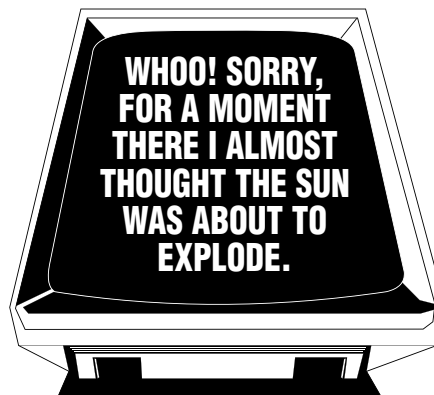
Typical weakness specialties: Bootlicking, Projectile Weapons, Thrown Weapons, Bot Ops and Maintenance, Weapon and Armor Maintenance, Outdoor Life

Typical Secret skills: Sprinting, Disaster Trivia, Gambling

'Missing' equipment: Fire extinguisher (RED), lead-lined hazmat suit (ORANGE), stun gun (ORANGE), demolition charge (GREEN, W2K impact, 10m radius), life preserver (BLUE), fission power plant control override codes (INDIGO)

Optional Pachinko tables: Power Services Treason, I Don't Own This Equipment.

Why promoted to Troubleshooting: Trained to handle emergency situations, quick thinking under pressure, top score on disaster simulation test, had a nervous breakdown.



Research & Design old jobs

Research & Design's five metajobs are **Menial, Technical, Clerical, Creative** and **Experimental**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Menial laborers in Research & Design handle all of the horribly dangerous components that go into the typical R&D experiment. Unstable molecules? Crystallized hantavirus? Partially deweaponized plutonium? Someone has to carry it around, transfer it from its shielded container, or just plain clean up the resulting goo. And you can bet that no scientist will sully their hands with all that stuff.

These workers suffer more on-the-job casualties than their counterparts in other service groups. Virtually everything they work with is corrosive, radioactive, infectious or explosive. But aside from that, their work covers the usual gamut of unskilled labor, from light exertion to heavy lifting. They fetch, carry, clean as directed, and occasionally melt, crumble or spontaneously combust—all in the interest of Science!

Common duty titles: Laboratory Janitor, Hazmat Handler, Chemical Stirrer, Goo Remover, Bot Polisher, Igor

Typical common specialties: Hygiene, High Alert, Agility, C-Bay, Bioweapons, Medical

Typical weakness specialties: Interrogation, Surveillance, Vehicular Combat, Operating Systems, Biosciences, Cloning

Typical Secret skills: Drug Procurement, Partying, Bioweapons

'Missing' equipment: Half-melted experimental widget (varies), goo vacuum (RED), powered exoskeleton (ORANGE, experimental), environment suit (GREEN), vial of flesh-eating bacteria (INDIGO), stasis box (VIOLET, experimental)

Optional Pachinko tables: Research & Design Treason, Your New Phobia

Why promoted to Troubleshooting: Prevented lab accident, turned in fellow menial laborer for sloppy work, hasn't died yet.

Technical

Experimental equipment doesn't build itself. Technical workers in Research & Design construct, maintain and repair an incredible gamut of prototype gear, calibrating devices and data analysis programs. They also handle a good bit of normal maintenance in places where R&D doesn't want to give access to Technical Services.

Working with a bewildering array of machinery, Technical personnel gain a broad base of skills in hardware, software and the sciences. They typically match this with a corresponding weakness in skills regarding, well, everything else—especially social skills, physical strength and basic hygiene.

Like most R&D professions, Technical employees run risks in dealing with experimental gear. Their mortality rate nonetheless pales beside that of menial and experimental staff.

Common duty titles: Gadgeteer, Prototype Assembler, Microchip Etcher, Bot Maintenance



Engineer, Experimental Software Developer, Widget Builder, Techno-wizard

Typical common specialties: Chutzpah, Security Systems, Fine Manipulation, Electronic Engineering, Mechanical Engineering, Operating Systems

Typical weakness specialties: Moxie, Shadowing, Demolitions, Habitat Engineering, Nuclear Engineering, Financial Systems

Typical Secret skills: Cyborging, Botspotting, WMD

'Missing' equipment: Half-assembled experimental gizmo (any clearance), R&D toolkit (ORANGE, experimental), laser wavelength calibrator (YELLOW, experimental), reprogrammed bot brain (BLUE), backdoor password to lab database (INDIGO), pocket calculator (INDIGO)

Optional Pachinko tables: Research & Design Treason, I Don't Own This Equipment

Why promoted to Troubleshooting: Defused an overloading experimental device, provides useful technical skills to Troubleshooter team, too incompetent to be allowed in the lab.

Clearance	Menial	Technical	Clerical	Creative	Experimental
INFRARED	1-13	nope	14-16	nope	17-20
RED	1-7	8-11	12-16	nope	17-20
ORANGE	1-4	5-11	12-16	nope	17-20
YELLOW	1-3	4-9	10-16	17	18-20
GREEN	1-2	3-7	8	9-16	17-20
BLUE	1	2-5	6-10	11-18	19-20
INDIGO	nope	1	2-6	7-19	20
VIOLET	nope	1-3	4	5-18	19-20



Clerical

Some R&D workers devise ingenious new technologies, while others build them, test them, and clean up the resulting goo. And then there are the Clerical workers, who spend their daycycles sitting around and filling out paperwork.

Clerical work is pretty safe when compared to the rest of R&D, but it's still high-risk when compared to other service groups. Personnel may not have to work too close to exploding labs and psychotic bots, but they're often assigned all sorts of experimental office supplies that haven't had the kinks worked out yet. Even upon being assigned to Troubleshooting duty, such a citizen often cringes uncontrollably when he sees a thumbtack or an automatic pencil sharpener.

Common duty titles: Experimental Equipment Report Form Filer, Secretary, Archivist, Inventory Clerk, Data Miner, Intern, Gofer

Typical common specialties: Bootlicking, Con Games, Concealment, Data Analysis, Data Search, Pharmatherapy

Typical weakness specialties: Intimidation, Oratory, Disguise, Hacking, Vehicle Programming, Medical

Typical Secret skills: Cash Hacking, Video Games, Filesharing

'Missing' equipment: Incriminating memos (any clearance), multifunction pen/stapler (ORANGE, experimental), levitating coffee mug (YELLOW, experimental), 'smart' paper shredder (GREEN, experimental), precognitive word processor (INDIGO, experimental)

Optional Pachinko tables: Research & Design Treason, Useless Knowledge

Why promoted to Troubleshooting: Blackmailed supervisor, offers valuable social skills, fount of esoteric information.

Creative

Creative workers form the beating heart of Research & Design—or, if they don't technically compose the beating heart themselves, they certainly know how to synthesize and animate it. They invent all the insane machinery that comes out of R&D, often without any conception of how dangerous and flawed their creations actually are.

The Computer distrusts novelty, on the grounds it might serve to disguise some creeping form of Communism. Therefore, it only allows trusted (high-clearance) citizens to perform advanced research and to design new

products. Only rarely do you see researchers at any clearance below GREEN.

Common duty titles: Lab Assistant, Biologist, Chemist, Physicist, Geologist, Metallurgist, Cryogenicist, Geneticist, Cyberneticist, Parapsychologist, Mathematician, Graphical User Interface Designer, Whiz Kid

Typical common specialties: Fine Manipulation, Chemical Engineering, Nuclear Engineering, Data Analysis, Biosciences, Cloning

Typical weakness specialties: Unarmed Combat, Vehicle Ops and Maintenance, Weapon Ops and Maintenance, C-Bay, Psychotherapy, Suggestion

Typical Secret skills: Obscure Scientific Trivia, Jargon, WMD

'Missing' equipment: Slide rule (YELLOW), flask of volatilized Omega-Hybrizine (YELLOW, thrown weapon, S3K energy, 5m radius), non-working model of experimental rifle (YELLOW), Mark 9 cybernetic lab assistant (GREEN), WMD schematics (VIOLET)

Optional Pachinko tables: Research & Design Treason, Thing You Shouldn't Know

Why promoted to Troubleshooting: Broad base of scientific knowledge, burned out, lost political struggle with rival scientist.

Experimental

Creative personnel design experimental equipment, and Technical staffers put it together. These guys get to try it out and see how it actually works. This generally involves a lot of screams and explosions.

R&D turns out two kinds of experimental devices. Ordinary R&D toys have clearly delineated functions, even if trying to use them results in clearly delineated death. But for a change of pace, Experimental staff members test out salvaged Old Reckoning equipment. These ancient widgets are less likely to wantonly slaughter their users, but their purposes range from opaque to downright deceptive. Woe to the tester who mistakes a flare gun for a portable hair dryer!

What with all the lethal gadgetry on display in the workplace, Experimental employees use up spare clones faster than an automat sells Hot Fun on Mandatory Hot Fun Purchasing Day. But these jobs have a few advantages. Lucky citizens can go up in clearance really fast if their superiors wind up testing some especially dangerous experimental device. Meanwhile, workers of an entrepreneurial bent can make off with all kinds of R&D loot; after all, if you claim some item self-destructed, who's to

know the difference when you whip 'round to the local IR Market and resell it to PURGE?

Common duty titles: Test Subject, Weapon Effectiveness Assessor, Drug Interaction Tester, Experimental Flavor Analyst, Prototype Vehicle Pilot, Quality Assurance Engineer

Typical common specialties: Interrogation, Agility, Weapon and Armor Maintenance, C-Bay, Cloning, Medical

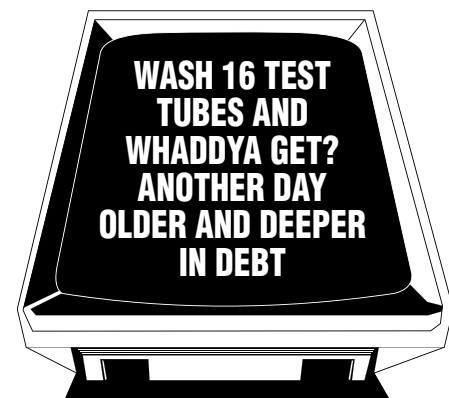
Typical weakness specialties: Bootlicking, Fine Manipulation, Habitat Engineering, Operating Systems, Biosciences, Outdoor Life

Typical Secret skills: Experimental Equipment Repair/Maintenance, Action Movies, Old Reckoning Technology

'Missing' equipment: NEW! Bioluminescent Hot Fun (ORANGE), sunglasses (ORANGE), hatbot (YELLOW, experimental), research carapace (BLUE, armor 3, hardened, full-figure), Old Reckoning hair dryer (INDIGO), operating manual for experimental plasma generator (VIOLET)

Optional Pachinko tables: Research & Design Treason, What Experiment Run Amok?

Why promoted to Troubleshooting: Experience with surviving experimental equipment, quick reflexes, covered for inept high-clearance scientist after bungled experiment.



4. YOUR OLD JOB TECHNICAL SERVICES

Technical Services old jobs

Technical Services' five metajobs are **Menial, Technical, Clerical, Medical** and **Support**. To determine which was yours before you became a Troubleshooter, roll 1d20 and compare the result with your clearance to get your metajob.

Menial

Menial work in Technical Services doesn't chew through clones quite as fast as, say, R&D. Nonetheless, it's pretty dangerous. Rogue bots and vehicles cause their fair share of death and dismemberment, while electrical accidents and chemical spills spell doom for other hapless employees. Many workers give up sanity for a bad joke and retreat into a bottle of pills. Other, more enterprising clones solve two problems at once by brewing alcohol from leftover clone tank scrapings and Cold Fun, then selling it to their followers for a quick cred.

When they're not trembling in terror, menial personnel devote most of their efforts toward cleanliness. Technical Services workplaces generate an awful lot of grease, grime, grit, bits, soot, ooze and all-around, general purpose goop. Many menial workers scrub surfaces full-time; such workers are the envy of their colleagues, who perform must scour their own equipment and workplaces off the clock.

Common duty titles: Janitor, Tubetrain Cleaner, Bot Polisher, Slime Scraper, Tool Caddy, Parts Sorter, Battery Remover, Equipment Loader, Painter, Scrubot Handler, Termination Booth Sanitizer, Fumigator, Hey You

Typical common specialties: Hygiene, Sneaking, Field Weapons, Habitat Engineering, Vehicle Ops and Maintenance, Pharmatherapy

Typical weakness specialties: Interrogation, Disguise, Vehicular Combat, Nuclear Engineering, Weapon and Armor Maintenance, Biosciences

Typical Secret skills: Slime Identification, Botspotting, Distilling Vodka

'Missing' equipment: Broom (INFRARED), can of bot polish (INFRARED), insulating rubber gloves (RED), bottle of industrial-strength solvent (ORANGE, thrown weapon, O5V bio), all-surfaces buffing widget (YELLOW), master key to ColorRight paint storage facility in ITX Sector (VIOLET)

Optional Pachinko tables: Technical Services Treason, Old Injury

Why promoted to Troubleshooting: Talked down a rampaging scrubot in a grease factory, numb to most forms of injury, fastest floor-waxer in his home sector.

Technical

In Technical Services, technical staffers rule the roost. They make everything run, and they make sure everyone knows it. Sure, Power personnel ensure everyone has heat and light and so forth, and PLC provides all the material goods. But what good's a working sewer system if your toilet's broken? Who cares how much Cold Fun comes out of PLC if no one fixes the automat in your cafeteria?

Technical employees collect a lot of bribes. They also collect a lot of abuse, but that's okay; they don't like human beings much anyway. They prefer to hang out with bots. After all, if a human's angry at you, you have to deal with all sorts of icky emotional stuff, but if a bot gets mad at you, you can just pop its chassis open and twiddle its brain until it loves you again.

Common duty titles: Mechanic, Electrician, Transbot Upgrade Engineer, Vending Machine Repairman, MemoMax Quality Assurance Operative, Bedding Inspector, Bot Adjuster, Low Programmer, Handyman, Greasemonkey, Mr. Fix-It

Typical common specialties: Intimidation, Security Systems, Bot Ops and Maintenance, Electronic Engineering, Bot Programming, Vehicle Programming

Typical weakness specialties: Hygiene, Shadowing, Chemical Engineering, Nuclear Engineering, C-Bay, Data Analysis

Typical Secret skills: Hagglng, Jargon, Meeting Corpore Metalists

'Missing' equipment: Roll of electrical tape (RED), electrician's toolkit (RED), electrical multi-meter (ORANGE), access code to all B3 vending machines in BOQ Sector (GREEN), MemoMax template repair software (BLUE)

Optional Pachinko tables: Technical Services Treason, I Don't Own This Equipment

Why promoted to Troubleshooting: Sabotaged a confession booth for his secret society, bribed his superior, just plain good at fixing stuff.

Clerical

Just like any other bureaucracy, Technical Services generates tons of paperwork each and every day. Clerical workers fill reams of forms and terabytes of data storage with the minutiae of batteries expended, circuits mended and grease stains scrubbed through the length and breadth of Alpha Complex. Ostensibly, this painstaking attention to detail increases accountability, improves technician response time and augments something-or-other.

In practice, Technical Services churns out paperwork as a defense mechanism against CPU consultants and Internal Security. With oodles of data dancing at their fingertips (can an oodle dance?), clerical workers can strive to contain CPU workflow redesigns or Internal Security purges to nonessential personnel and service firms, or at least to people the clerical worker in question doesn't particularly like.

Clearance	Menial	Technical	Clerical	Medical	Support
INFRARED	1-8	nope	9-11	12	13-20
RED	1-3	4-12	13-15	16	17-20
ORANGE	1-2	3-10	11-14	15-17	18-20
YELLOW	1	2-11	12-14	15-16	17-20
GREEN	1-3	4-10	11-14	15-18	19-20
BLUE	1	2-8	9-13	14-19	20
INDIGO	1	2-6	7-14	15-19	20
VIOLET	nope	1-4	5-15	16-18	19-20



Of course, to ensure that Internal Security doesn't find too much treason, Technical Services employs its own measures to maintain orthodoxy. Through questionnaires, interviews and straight-up surveillance, clerical staffers compile dossiers and databases on their own personnel. High-clearance executives then promote, demote, and otherwise shuffle employees around the service firm org chart on the basis of their perceived orthodoxy. Hence the current situation in Technical Services: Key personnel know how to praise The Computer in a hundred ways, yet they're completely clueless when it comes to fixing your toaster.

Common duty titles: Clerk, Statistician, Inventory Manager, Vehicle Damage Database Director, Bot Maintenance Tracker, Paint Application Request Reviewer, Slime Archivist, Minister of Botspotting

Typical common specialties: Bootlicking, Oratory, Sleight of Hand, Surveillance, Data Analysis, Data Search

Typical weakness specialties: Intimidation, Moxie, Disguise, High Alert, Bot Programming, Vehicle Programming

Typical Secret skills: Alpha Complex History, Video Games, Hacking

'Missing' equipment: Broken bot brain paperweight (varies), penbot (RED), paperclips (ORANGE), map of non-functioning security cameras in GGA Sector (BLUE), data on genetic anomalies in clones decanted from Clone Tank 9053-HTL (INDIGO)

Optional Pachinko tables: Technical Services Treason, Filed in the Big Round Folder

Why promoted to Troubleshooting: No record of insubordination (because he erased it), rewarded for sparing an important service firm from an IntSec investigation, accidentally improved workflow in his department to the point where he wasn't needed full-time.

Medical

Description: Medical workers form a distinct branch in the Technical Services hierarchy. Instead of opening up bots and performing repairs, they open up citizens and perform surgery. Like any workers in a technical field, they maintain a clinical attitude toward their work. Only the most trusted medical personnel, those who treat high-clearance citizens, learn the advanced techniques of the 'bedside manner'.

One thing that sets medical workers apart is their adherence to the ancient Hippocratic Oath. This roadmap to medical ethics has been updated many times over the years. The current text:

I swear by The Computer to fulfill this agreement to the best of my ability:

I will apply all lawful measures that are required for the benefit of the sick, so long as they are willing to pay and there are no higher-clearance citizens requiring my attention;

I shall do no harm to anyone, except when authorized by Friend Computer or a citizen of proper standing;

I shall respect the privacy of my patients, barring legal and appropriate calls for information from my superiors, The Computer, Internal Security and CPU;

So long as I abide by this oath, may I continue to draw salary and maintain the respect of my fellows; but should I should violate this oath, may I be torn apart by wild scrubots and my MemoMax files wiped.

(Note: Tech Services has classified fatality statistics for medical personnel killed by wild scrubots.)

Common duty titles: Doctor, Nurse, Anesthesiologist, Radiologist, Brain Surgeon, Clone Decanter, Revivification Technician, Euthanasia Specialist, Docbot's Aide

Typical common specialties: Con Games, Concealment, Fine Manipulation, Cloning, Medical, Pharmatherapy

Typical weakness specialties: Intimidation, Shadowing, Vehicular Combat, Bioweapons, Outdoor Life, Suggestion

Typical Secret skills: Cyborging, Knitting, Old Reckoning Drugs

'Missing' equipment: Two-liter jug of sandallathon solution (INFRARED), medkit (RED), laser scalpel (ORANGE, hand weapon, S5K energy), portable defibrillator (YELLOW),

nanobot reconstruction paste (YELLOW), experimental cybernetic eye (GREEN), Model 18 docbot brain (BLUE)

Optional Pachinko tables: Technical Services Treason, Your Latest Addiction

Why promoted to Troubleshooting: Saved the life of a high-clearance citizen, ensured a high-clearance citizen died, deft handling of medical emergencies, remains cheerful in the face of screaming amputees and eviscerated corpses.

Support

Whenever something breaks down in Alpha Complex, Technical Services comes in to fix it. But sometimes the problem isn't with the equipment, but with the people using it. So when slack-jawed subordinates and pointy-haired bosses gum up the system with ignorance and user error, someone has to teach them How Stuff Works. Inevitably, that someone is a support worker.

Support workers tend toward arrogance and self-absorption. Being the only one who actually understands how things work grants enormous leverage, and support staffers know how to use it. When not demanding bribes to provide timely and accurate assistance, they chortle as they torture lower-clearance clients with dangerously erroneous advice and outright psychological abuse.

Common duty titles: Consultant, Technical Support Staffer, Field Analyst, Remote Advisor, Phone Bank Representative, Hello My Name Is

Typical common specialties: Chutzpah, Bot Ops and Maintenance, Electronic Engineering, Bot Programming, Data Search, Suggestion

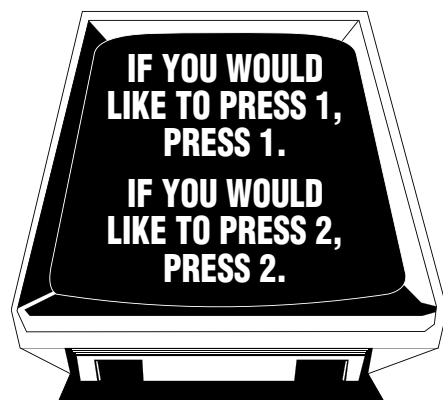
Typical weakness specialties: Bootlicking, Chemical Engineering, Nuclear Engineering, C-Bay, Data Analysis, Medical

Typical Secret skills: Cash Hacking, Gloating, Operating Systems

'Missing' equipment: 500 plasticreds (INFRARED), Stack of technical support quality surveys (INFRARED), hands-free headset (RED), list of anti-virus AlphaNet sites (YELLOW), unabridged PDC 1300 instruction manual (INDIGO)

Optional Pachinko tables: Technical Services Treason, Who Hates You This Time?

Why promoted to Troubleshooting: Knows how to find any technical manual of his clearance or below, inserted own name into Troubleshooter database while providing technical support.



5. Your new job

Being a Troubleshooter is glamorous, safe and full of exciting opportunities to serve The Computer and the citizens of Alpha Complex. Everyone wants to become a Troubleshooter, but only those with the highest levels of talent, skill and loyalty are assigned to Troubleshooter duty; many are called, but few are chosen. These elite, best-of-the-best citizens help protect Alpha Complex from traitors and threats to good order, allowing the rest of us to live in comfort and safety.

Take two:

Being a Troubleshooter is ignominious, highly dangerous and full of mandatory opportunities to serve The Computer and the citizens of Alpha Complex. Some actually want to become Troubleshooters, but only those with the lowest levels of accidents, DNA drift and treason are assigned to Troubleshooter duty; many are called, but few have the mix of expendability and minimally acceptable skill to qualify. These rare, sometimes random citizens help protect high-clearance citizens and service groups from each other, allowing the rich and powerful to live in relative comfort and safety.

That's all well and good, but how do citizens get to become Troubleshooters? Is there a test? Can people volunteer for the duty, or are they assigned by outside forces? And if these guys are as dangerous and hapless as they seem, why does The Computer continue to use Troubleshooter teams?

The answers to these questions and more are listed below. In other words, this is not filler. Real people asked these questions. Honest.

You have been volunteered

Troubleshooters are not so much recruited as shanghaied. When The Computer needs additional Troubleshooters, due to unusually high demand or (far more often) attrition, it pores through the permanent files of Alpha Complex citizens to find candidates for Troubleshooter duty.

All Troubleshooters have four primary duties regardless of mission objectives or the odds against them:

1. Serve The Computer.
2. Locate and eliminate traitors, including secret society members and unregistered mutants.
3. Investigate and eradicate corruption.
4. Remove dangers to good order and operation of Alpha Complex.

Therefore The Computer looks for citizens who have already shown promise in these four areas.

Everyone is supposed to **serve The Computer**, often upon pain of termination, but few go *out of their way* to serve. Just waking up and getting to work on time is serving The Big C, and that's the kind of service most citizens provide. They follow the rules and do what they're supposed to do so they can get some Cold Fun and stay out of the Joyful Liberation of Guilt hostels. But occasionally a citizen rises above his brethren by going above and beyond the call of duty: working for hours past quitting time, obeying laws that even a BLUE citizen didn't know existed, complying with every new Mandatory Voluntary Rules Adjustment with a smile, etc.

Remember that kid in school who did everything? Member of five different clubs, served on the prom committee, ran for class president and won, had the best grades in every class and still managed



to volunteer at his church on weekends? He's the kind picked for Troubleshooter duty. Then again, there was that kid who *looked* like he did all that but he never really did anything. He always found someone to do the work for him as he 'supervised' and took the credit. He is also the kind picked for Troubleshooting duty. In other words, these people are bootlicking uberachievers or smooth manipulators.

Given the drudgery and monotony of most low-clearance jobs, few citizens get the chance to **locate and eliminate traitors**, but it can happen. Usually, it falls into one of two categories: things done to real



traitors, and things done to honest citizens who get framed as traitors retroactively. If a citizen locates or eliminates another, and has solid evidence of the target's treason (such as video of the target attending a Communist rally), then The Computer approves and rewards the termination. Of course, this is **PARANOIA**. Such evidence can trivially be manufactured, and because The Computer is paranoid and insane, it's ready to believe evidence of treason and justify termination.

Not all accusations and terminations are good enough for Troubleshooter duty. The complexity and opacity of Alpha Complex laws means traitors are numerous. A citizen who drops an empty B3 can on the floor is technically a traitor, and the citizen who turns him in gets a tiny reward. But The Computer usually filters these out when searching for a prospective Troubleshooter; it wants a hero, not a nitpicking tattletale. It prefers citizens who report or terminate members of secret societies, unregistered mutants and the like. We're talking *real* treason.

Investigating and eradicating corruption often happens at a citizen's service firm, but it could happen anywhere and anytime. Investigating means the citizen took initiative and looked into possible cases of corruption, such as keeping an eye on a co-worker to see if he's slacking off or voluntarily counting inventory to make sure it's all there. Eradicating is a bit harder, but a call to a supervisor or IntSec usually takes care of that.

But because Troubleshooters usually face situations more treasonous and deadly than counting inventory, the *level* of corruption plays a big part in the equation. Did a citizen improve vidshow editing software to decrease post-production times by 7.3%? Good for him—have a lollipop. Did a citizen infiltrate an IR Market chapstick ring and blow up everyone? Now *that's* investigation and eradication worthy of a Troubleshooter.

Removing dangers is the most flexible of the priorities, and as such it is the most abused by secret societies, service groups and high-clearance citizens to get their people into Troubleshooter teams. A rogue combat is definitely a danger, and any citizen who manages to remove it will move to the top of the Troubleshooter recruitment list. But what about an ungrounded power line? That's dangerous, but assigning a citizen to Troubleshooter duty because he knows how to ground a wire doesn't have the same ring to it. It still happens, mostly because that citizen has powerful friends who want him sent on a particular mission.

We all enjoy a little T&A

There is only one test for potential Troubleshooters: trust. Just as security clearances are based on trust instead of talent or seniority, Troubleshooters are placed in teams because the data labels them trustworthy. Notice we did not say the Troubleshooters really *are* trustworthy, only that they are labeled as such. Consider the following equation, which The Computer uses to determine a citizen's **T-Value**, his potential trustworthiness for Troubleshooter duty:

$$T = 4X_s (X_l + 2X_e) (X_i + 3X_r) 2X_d$$

where

- X_s = Serving The Computer,
- X_l = Locating Traitors,
- X_e = Eliminating Traitors,
- X_i = Investigating Corruption,
- X_r = Removing Corruption, and
- X_d = Removing Dangers.

The Computer thinks this equation is perfect for determining who should become a Troubleshooter, even though it's trying to assign absolute values to relative terms such as danger and service. Where do these numbers come from? Though there are tables that list examples of danger and values that should reflect that ('If danger is potentially lethal but not likely, then X_d is 34'), the numbers are still assigned by people. That leaves a lot of room for mistakes—and fudging.

However, this is only to select candidates for duty. Just because a citizen's T-Value is high does not mean he gets the laser and reflex automatically. He still needs to go through **Training and Assessment**, commonly abbreviated T&A.

There are many kinds of T&A. Each sector trains and assesses Troubleshooters prior to assigning them to missions, and can use any approved method. Below are several of the most widely-used T&As. Players should check with their GM before adding these to their character's history, and GMs should allow this if it fits their illustrious purpose. Of course, GMs are always welcome to just tell the player what T&A his character used. We suggest one table from the Prehistory Pachinko for each option.

Troubleshooter University (TSU)

This program assumes the selected citizens, though trustworthy, probably don't have the skills and training necessary to succeed as

Troubleshooters. It includes a four-week training period of courses such as *Why Communists Are Evil* and *How To Duck Effectively*, and ends with a final exam and mock Troubleshooter mission. This program is detailed in *PARANOIA Flashbacks*. Because it lasts four weeks, many participants face fines (or worse) from their service firm for missed time.

- ☉ If a Troubleshooter attends TSU, roll on the **What's A Layoff?** table.

Troubleshooter Certification Exam (TCE)

This program assumes the selected citizens, because they are trustworthy, already have the skills and training necessary to succeed as Troubleshooters. While it's called a program, it's just a mock mission where Troubleshooters are tested on typical mission components: briefing, outfitting, service service, terminating traitors, not terminating loyal citizens, docbots and debriefing. The grading scale is pass-fail and skewed towards passing everybody; otherwise, there'd be no Troubleshooters left. Troubleshooters who pass get a shiny certificate suitable for framing—which only makes the other Troubleshooters jealous.

- ☉ If a Troubleshooter attends TCE, roll on the **Who Hates You This Time?** table.

Intergroup Troubleshooter Training (ITT)

This program assumes the selected citizens, though trustworthy, do not know enough about the other service groups to effectively serve as Troubleshooters. (It also assumes such knowledge is necessary.) Troubleshooters spend eight days in intensive training, one day per service group, to gain skills and knowledge a group feels is necessary. This is usually some variant of, 'We are the most important service group so do what we need.'

- ☉ If a Troubleshooter attends ITT, roll on one of the service group treason tables (your GM's choice).

In-Field Training, AKA Toss-in-the-Vat

This program assumes the selected citizens are needed immediately and all the training in Alpha Complex wouldn't help *these suckers*. Though it should only be used in emergencies,

5. TROUBLESHOOTERS TRAINING METHODS

many sectors use this program all the time; it's the most common T&A in Alpha Complex. Troubleshooters train and assess each other while conducting a real mission, and they 'graduate' at debriefing. In other words, they are officially Troubleshooters if they can survive a mission.

- ☉ If a Troubleshooter attends In-Field, roll on the **Generic Inappropriate Behavior** table.

Apples, oranges & traitors

Troubleshooters get picked for being trustworthy and loyal, go through a modicum of training and then are released upon Alpha Complex to fight treason and right wrongs. What happens next usually involves explosions, clone replacements and damage control teams.

Everyone publicly loves Troubleshooters. Many, especially those who have had actual personal contact with Troubleshooters, privately fear and loathe them. This is more than just jealousy over their lasers and public prestige. It's based on the damage they cause

in the line of duty. Tell service firm workers that agents of The Computer are visiting, and they'll straighten up, hide the little bits of treason hanging around and look busy. Tell the workers that these visitors are Troubleshooters, and they'll disable all the important buttons, hide all the valuables and go home sick.

If everyone knows Troubleshooters are inept and dangerous, why does The Computer keep them around? Because from the Computer's point of view they're a huge success. It seems nearly every Troubleshooter team exposes and terminates traitors within their own ranks. In fact, Troubleshooters are 24.9 times more likely to have traitors in their midst than any service firm.

To The Computer, this must mean the shadowy leaders of the traitorous movement really, really *want* to destroy or co-opt Troubleshooter teams. This fact alone proves the worth of Troubleshooters. Traitors wouldn't be so dead-set on ruining the program if it didn't threaten them, right? Ending the Troubleshooter program would be giving in to the Communists, and The Computer will never capitulate to traitors!

A second reason, seldom talked about, is that Troubleshooters are useful to higher-clearance citizens in their internal power struggles. Need to see what that VIOLET citizen is up to? Send in Troubleshooters to look for a 'missing bot'. Is that Power Services UV over in LOT Sector threatening to blackout your estate over an unpaid bill? Tell a team to 'repair the LOT Sector fusion reactor'. Then watch it, and that UV, go up in a mushroom cloud.

To a high clearance citizen, a Troubleshooter team is like a mail-bomb. You send one to a rival's base and then watch it explode from a safe distance. The only difference is, these mail-bombs are approved and supported by The Computer.

Lastly, because everybody knows Troubleshooter teams are full of potential or active traitors, these teams are a great place to safely dispose of malcontents, stooges, incompetents and other traitors. If you want to hide an apple, don't put it in with the oranges; put it with the other apples. And if that apple is rotten, put it in with other rotten apples, and they'll eat each other and die. Wait, our metaphor is getting away from us...

The mass of men serve the state thus, not as men mainly, but as machines, with their bodies. They are the standing army, and the militia, jailers, constables, posse comitatus, etc. In most cases there is no free exercise whatever of the judgment or of the moral sense; but they put themselves on a level with wood and earth and stones; and wooden men can perhaps be manufactured that will serve the purpose as well. Such command no more respect than men of straw or a lump of dirt. They have the same sort of worth only as horses and dogs. Yet such as these even are commonly esteemed good citizens. Others—as most legislators, politicians, lawyers, ministers, and office-holders—serve the state chiefly with their heads; and, as they rarely make any moral distinctions, they are as likely to serve the devil, without intending it, as God. A very few—as heroes, patriots, martyrs, reformers in the great sense, and men—serve the state with their consciences also, and so necessarily resist it for the most part; and are commonly treated as enemies by it.

—Henry David Thoreau, 'Civil Disobedience' (1849)



Appendix: The Tic

PARANOIA differs from many other (non-fun) roleplaying games ('Really? Are you sure?') in that players aren't expected to take on a complete alternate persona as a character. In a Troubleshooter mission you should never hear, 'But my character would never say that!' Player characters in this game are intended to be mere shells, so you can feel all those fearful, paranoid moments directly without the character getting in your way. Yes, that's a good thing.

Which brings us to **tics**. Tics make your character unique without getting into all that 'alternate persona' stuff.

As the **PARANOIA** rulebook states, a tic is an *obvious* and *recognizable* behavior or condition that seldom, if ever, directly affects the game. In other words, a tic is a method of identifying a character. It may not lead to more treason like other parts of this book, but it can help others identify you as the traitor. If that doesn't excite you, remember you earn Perversity for roleplaying your tics. Besides, it works both ways. Suppose you want to anonymously rat out your team leader to Internal Security. If you identify your leader by name, IntSec can probably figure out who placed the call. If you instead say, 'Look for a heavysset squinty guy with a twitchy nose who keeps sticking out his tongue a lot,' well, that ID could have come from anybody who passed him in a corridor.

Through some happy coincidence or touch of genius, we Famous Game Designers have presented tics in the published **PARANOIA** support line that are uniformly—what's the word?—annoying. "Always talks about vidshows." "Estimates values of objects aloud." "Relieve all stresses with cleansing group activities." "Memory like a goldfish." We don't *insist* you embrace that idea. We don't absolutely *insist* you devise fun new ways to torment your teammates. *Insistence* would be rude. Just, you know, think about it.

Ticky don'ts

Here's what makes a *bad* tic. Don't let your tics display any of these undesirable qualities:

- ☉ **Useful:** Tics are quirks, not abilities. If your tic is, 'Can hide laser barrels in his jumpsuit,' then you're just trying to add the Concealment specialty. Nice try, but no. Tics and narrow specialties are similar, but tics shouldn't help you.
Never tell a GM, 'I use my tic to....' Any sentence that starts like that should cost you Perversity points. Tics are tags to help make your character distinctive, not tools to perform in-game actions. For example, 'Uses paperclips instead of wires on circuit boards' is basically a Hardware specialty, especially because it says 'uses.' This implies the tic can help a character's attempt at Electrical Engineering. 'Speculates about types of circuit boards used in every passing bot' is better because it doesn't give you any better chance at Electrical Engineering; it just outlines an obvious, recognizable tendency.
- ☉ **Fatal:** 'Likes to make prank calls to IntSec.' 'Constantly questions authority.' In Alpha Complex these aren't tics, they're suicide attempts. A tic that endangers you can mess up the game, which isn't the point of tics.
- ☉ **Overly specific:** 'Squints when reading the fine print of magazine ads about pharmaceuticals for anxiety relief'—obvious and

recognizable, true, but it's never going to be used. Any character should spot your character's tics within, at most, a few minutes of casual contact.

- ☉ **Voluntary:** A tic shouldn't be optional; you automatically exhibit it, given a certain stimulus. If you have 'Might get all wide-eyed at the sight of autocars,' how do you decide when to use it? Any other character must be able to conclusively associate the tic with you.
- ☉ **Involuntary:** 'Has a visible birthmark.' Yeah, okay—how do you roleplay that to get Perversity points? A good tic requires you to take action to exhibit the behavior.
- ☉ **Subtle:** Too small to be seen ('Blinks once just before drinking B3')? Defensible as normal behavior ('Turns head when there's a loud noise')? Nope. It's not a tic if no one notices it.

Ticky do's

Here's what makes a *good* tic:

- ☉ **A behavior or a belief leading to behavior:** A tic is an action, not an opinion or bit of knowledge. Good tics are open actions: 'Crushes empty B3 cans with his forehead after drinking.' 'Whistles while he works.' Beliefs that lead to open actions ('Confuses bots and people when stressed') are also fine.
- ☉ **Obvious and a bit weird:** E.g., 'Counts stair steps aloud as he climbs or descends stairwells.'
- ☉ **Automatic:** Whether constant ('Walks with a limp') or triggered ('Giggles with glee when facing certain death'), tics are not chosen; they happen all by themselves without the character realizing it, and continue despite any attempt to control them.
- ☉ **Unobtrusive in action:** Tics should not affect gameplay, so make the action simple and somewhat restrained. 'Hops on one foot' is too much; if the character always hops, he might as well shoot himself now. 'Hops on one foot in elevators' is better—not constantly in use, but it will happen.
- ☉ **Fun:** Don't take 'Screams in people's ears' unless you want this to be your last game with these players. Keep it light, simple and amusing for the players (if not their Troubleshooters). Fun is mandatory.

A tic list

We provide the following tics for your amusement. Use these for PCs, NPCs and characters in your unfinished novel. You can use them to annoy parents and authority figures, too, but don't expect us to post bail.

- Acts like everyone's direct supervisor.
- Acts overly heroic all the time—but only in his words.

Alpha Male with Sloping Forehead: 'Man, how'd I get teamed up with such a bunch of dweebs? Gimme that sandwich, nerd!'

Always gets names wrong, especially in stressful situations ('I throw the grenade to Bob-R... er, John-R... oh, you know who I mean').

Always looking for Commie surveillance 'bugs' in everything.

Always offers a negative comment on a plan.

Always tells stories from his 'adventures' as a young clone in the creche.

Always tries to cover up his prominent hammer-and-sickle-shaped birthmark.

Amazed at the size of his own muscles, and likes to share that amazement.

Answers every sentence with a question.

Assigns everyone 'kitty' or other odd code names for 'secret undercover work'. Uses only those names.

Believes odd numbers bring bad luck. Always does/has everything at least twice.

Blanks out...

...for long periods of time.

Calls everyone 'dude' or 'chickie' (depending on gender), and is of the opinion that everything is either 'awesome' or 'like totally sucks'.

Carries around and talks to a small plush scrubot toy.

Character gets obnoxiously inquisitive towards anyone attempting to concentrate. 'Whatcha doing? Is that a bomb? Are you disarming it? Is it gonna go off soon? Are you sure that's a blue wire?'

Character has a hand puppet ('Socko') that narrates everything and generally speaks its mind. He has a permit for it, too... something about interrogation protocol evaluation measures.

Character loves to scare the bejeezus out of his teammates and snap the picture on his PDC. 'Nyuk, nyuk, gotcha!'

Character seems to think his laser is also a good lighter, can opener, power drill, flyswatter, map pointer, and so forth. Doesn't see why people are always so skittish around him. Twirls his gun when holstering it.

Compulsively labels things with small, sticky slips of paper.

Constantly fusses with his bed-head hair.

Constantly glum like Eeyore or Marvin the android.

Constantly overestimating the danger of a given situation unless called on it.

Constantly punctuates his sentences with exclamations like 'Yesss!', 'Score!', 'Hoo-hah!', and 'How'd you like *that*? Says 'HEEEEEYYY!' rather too often.

Convinced he is suffering from some terrible disease. Complains loudly if exposed to dust, germs, heated plasma, or the like.

Cracks knuckles, neck, back and elbows loudly and constantly.

Destined for greatness: Knows he's going to be an ULTRAVIOLET one day. It's just a matter of time. Arrogance to match.

Disagrees with any plan that doesn't involve violence/peace/drugs/etc. (pick an obsession).

Does comical impressions of teammates.

Ducks or dives for cover at every loud noise.

Easily distracted. Looks at every sound or movement, losing focus of whatever he was busy doing.

EMphasizes THE FIRST SYLable OF EVerY WORD.

Every time he mentions treason, traitors, mutants or mutations. he spits.

Exceedingly sensitive to comments about his height.

Expert on everything. Read a martial arts magazine once, is suddenly Bruce Lee. Saw a FunBall game on vid; is now a pro player in the making. His bunkmate for two days was a nuclear engineer, 'and he was so dumb, I know twice as much as he does about nuclear engineering!'

Flatters everyone and everything, including himself and inanimate objects.

Foghorn Leghorn syndrome.

Follows treasure maps 'found' on the backs of assorted official documents\wrappers\trash, which only he can decipher: 'See? This set of wrinkles is the FSQ sector, and this crumb is where the Commie treasure is hidden!'

Gets brilliant ideas, but immediately forgets them. ('I know exactly what to do! Oh, wait, never mind, I forgot.')

Gets distracted by strange hums or other sensory phenomena that no one else can detect.

Greatly amused by innuendo he can't really explain:

Team leader: Okay, you two try to find the food vat with the bomb, while --

'Wooohoo!!! Finding the *food vat*, eh? Ha ha hahhh!'

Team leader: Uh... what do you mean?

'Ohhh! *Mean* and *GREEN!* Too bad we're all RED Clearance!

Wooohoooooo hahahahaaaa hnrh hnrh!'

Harmless compulsive liar: 'One time, I was hanging with Tella-O, and this Commie attacked the restaurant, and I totally jumped in the Mark 4 Warbot and blew his ass away with the phase cannons. All the ULTRAVIOLETs were so totally impressed and grateful they gave me a huge promotion, and that's why I'm a food vat supervisor by day and a Vulture Squadron test pilot by night.'

Has a nickname, and insist others use it. Nobody better call him by his real name ('Francis' or 'Rufus') or he'll freakin' kill them.

Has divided everything in life into 'honorable' or 'dishonorable'.

Hopes to attract the attention of vidshow scouts by establishing a personal 'catch phrase'. Tries out several different catch phrases during each mission.

Hums/sings 'theme music' for every occasion.

In denial about having a tic. ('What t-t-tic?') Pick another tic.

Jealously competitive. He's better at everything. And if he can't be better at something, he would have been better if circumstances were different, or anyway he's better at something else.

Jump from polite and calm to threatening and angry in seconds.

Keeps an audio diary on his PDC and gets angry if he suspects someone was listening to his private thoughts constantly spoken aloud.

Keeps calling people 'Baby'.

Likes to keep stretching so he won't pull a muscle.

Likes to reminisce about old bot-homicide cases.

Loves to hum, whistle and sing B3 commercial jingles.

Makes autocar noises while walking.

Makes inexplicable puns. ('That wound looks *hasty*. Get it? 'Hasty'? Hah! I crack myself up.')

Marvels at how everything uses power in some way.

Thanks to loyal citizens **Paul Baldowski, David Boyle, Greg Costikyan, David Graffam, Greg Ingber, Joshua Marquart, Saul Resnikoff, Bart Savenije** and **Andrew Tinney** for their many inspired ticcy suggestions on the **PARANOIA** development blog (<http://www.costik.com/paranoia>). Check there for the latest **PARANOIA** news and many urgent last-minute requests for help from us characteristically slipshod Famous Game Designers.



Needs to figure out survival probability of dangerous actions.
 Needs to use the restroom. ALL THE TIME.
 Obsessed with footwear.
 Obsessed with making accurate reports (exact number of casualties, blast crater radius and depth, amount and types of salvagable equipment, etc.)
 Obsessed with physical fitness; can't stand still; jogs in place or punches an imaginary punching bag.
 Obsessive-compulsive about hygiene -- e.g., puts on latex gloves to handle things.
 Passionately loves firearms and large explosions. ('What about guns?! Aren't you going to assign us any g-g-guns?!') Large explosions and firefights seem to give this character inappropriate pleasure.
 Prefers to address real situations by talking in hypotheticals.
 Pretends to take very important calls on his PDC to impress/intimidate his team:

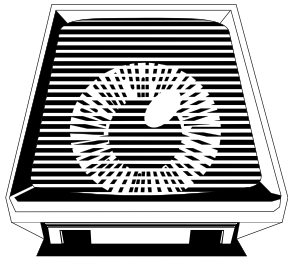
Team leader: Well, we *all* saw you take—
 'Just a moment, I have to take this. Yes? Oh, hello, Teela! You need to be rescued from Commies? Well, I'd like to help you but my team leader has to talk to me. No, I'm sure it isn't some kind of pointless accusation that prevents me from rescuing you! Yes, I'm sure if it was he would be executed, but my team leader is smarter than that. Okay, good luck, bye!'

Projectile vomiting when agitated, nervous or faced with an irresistible target.
 Records a running, sportscaster-like PDC commentary on all teammates' actions.
 Refers to himself in the third person by name.
 Romantics messed with the character's last MemoMax restore; now he randomly slips into a TV personality (a pirate, Yogi Bear, talking bowl of soup) and back out with no memory of it happening.
 (*For registered mutants only:*) Says he has every mutation and tries to demonstrate the most appropriate one for every situation.
 Says 'I see' and nods pensively at every comment.
 Screams 'RELAX!' to help soothe nervous people.
 Sees numerology in normal, everyday numbers.
 Shy; always puts up his hand to ask permission to speak before speaking.
 Sighs a lot. Every sigh is a bit different.

Slow thinker. Not necessarily stupid, but he always takes some time before he answers.
 Smells everything to see if it's clean/safe/etc.
 Speaks about people nearby as if they couldn't hear him.
 Speaks in third person.
 Speaks without articles ('a', 'an', 'the').
 Stares at laser fire 'cause it's so pretty.
 Suggests grand, nonsensical battle strategies for mundane activities.
 Takes (deep breath) deep (deep breath) breaths (deep breath) between (deep breath) each (deep breath) word.
 Talks in rhyme, almost all the time.
 'Tastes' (licks) everything before using it.
 Tells knock-knock jokes when things get boring. Or exciting.
 'That reminds me of a song.' Breaks into song when stressed.
 The worse the situation, the more he reminds people to 'Keep smiling!'
 Thinks he's a 'character' in a 'roleplaying game', whatever those are.
 Thinks he's a bot. *Knows* he's a bot.
 Trying to learn how to juggle, and likes to practice.
 Trying to pay off a debt for running in a clearly-marked walking corridor.
 Trying to raise funds for his Loyalty Glee club.
 Twirls someone else's hair absentmindedly.
 Uses baby talk to someone who's confused or frightened.
 Uses home-brewed abbreviations (HBAs) for EST (every single thing) for EP (efficiency purposes). Carries a LoSA (Lexicon of Standard Abbreviations).
 Very easily startled (great for the team demolitions guy).
 Vulture Squadron fan. Always says what he would do in this situation if he were a Vulture Warrior.
 Waves and smiles at hidden security cameras, hoping his friend is watching.
 'What're we gonna do now, man? What're we gonna do? We're screwed!'
 Whipped dog syndrome: Alternates between exasperating obsequiousness and vicious, predatory backstabbing.
 'You think *you* have a tic? I had a tic once so bad, it cost me four clones!'

If you tell a lie big enough and keep repeating it, people will eventually come to believe it. The lie can be maintained only for such time as the State can shield the people from the political, economic and/or military consequences of the lie. It thus becomes vitally important for the State to use all of its powers to repress dissent, for the truth is the mortal enemy of the lie, and thus by extension, the truth is the greatest enemy of the State.

—Joseph Goebbels (1897-1945), Adolf Hitler's Reich Minister for Public Enlightenment and Propaganda



PARANOIA™

CRIMINAL HISTORIES CHARACTERS SHEET

Citizen: _____ - _____ - _____ - 1 2 3 4 5 6 _____
Name Clearance Sector Clone number

Citizen's gender: M F Other Player: _____

Character kit: _____ Occupation: _____

Service group, firm type, firm name: _____

Tics: _____

MANDATORY BONUS DUTY

- Team leader
- Comm & recording
- Equipment guy
- Happiness officer
- Hygiene officer
- Loyalty officer
- Ads & branding
- Agent provocateur
- Alertness officer
- Financial officer
- Medical officer
- Public relations

ACTION SKILLS

Management

- Bootlicking _____
- Chutzpah _____
- Con Games _____
- Hygiene _____
- Interrogation _____
- Intimidation _____
- Moxie _____
- Oratory _____
- _____
- _____
- _____

Stealth

- Concealment _____
- Disguise _____
- High Alert (Scam Radar) _____
- Security Systems _____
- Shadowing _____
- Sleight of Hand _____
- Sneaking _____
- Surveillance _____
- _____
- _____
- _____

Violence

- Agility _____
- *Energy Weapons (Violence +4) _____
- Demolition _____
- Field Weapons _____
- Fine Manipulation _____
- Hand Weapons _____
- Projectile Weapons _____
- Thrown Weapons _____
- Unarmed Combat _____
- Vehicular Combat _____
- _____
- _____

KNOWLEDGE SKILLS

Hardware

- Bot Ops & Maintenance _____
- Chemical Engineering _____
- Electronic Engineering _____
- Habitat Engineering _____
- Mechanical Engineering _____
- Nuclear Engineering _____
- Vehicle Ops & Maintenance _____
- Weapon & Armor Maintenance _____
- _____
- _____

Software

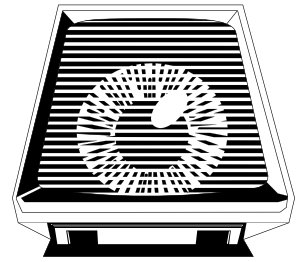
- Bot Programming _____
- C-Bay _____
- Data Analysis _____
- Data Search _____
- Financial Systems _____
- Hacking _____
- Operating Systems _____
- Vehicle Programming _____
- _____
- _____

Wetware

- Biosciences _____
- Bioweapons _____
- Cloning _____
- Medical _____
- Outdoor Life _____
- Pharmatherapy _____
- Psychotherapy _____
- Suggestion _____
- _____
- _____

HAPPINESS IS MANDATORY!

PARANOIA™



CRIMINAL HISTORIES SHEET (SECRET SIDE)

Mutation(s): _____ Registered?

Secret society: _____ Degree: _____

Past treasonous acts: _____

Attribute ratings: Power **CLASSIFIED**

Access **CLASSIFIED**

SECRET SKILLS		CONTACTS		ENEMIES	
		Name	Svc grp	Name	Svc grp
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

EQUIPMENT		
Personal	Assigned	Treasonous
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

OTHER STUFF

Credits **Addictions**

Perversity **Current mandates**

Treason codes and evidence against others

SECRETS ARE TREASON!

PARANOIA™



FROM THIS...

The wussy *PARANOIA* player character you made using just the rulebook. No background, no prior experience, no allies or contacts. A few specialties, some basic equipment. Meh.

...TO THIS!

The robust, startlingly cool *PARANOIA* character you made using *Criminal Histories*. Bonus specialties, illicit equipment, contacts in four different service groups, a long resume and a *loooooong* list of past treasons he'd gladly kill to conceal. Your character, and all his teammates, now have colorful—



Art by Jim Holloway, colored by Beth Fischl

CRIMINAL HISTORIES

A character-building supplement by **BILL O'DEA** and the **TRAITOR RECYCLING STUDIO**

Illustrated by **JIM HOLLOWAY**

The *PARANOIA* rulebook's method for creating your **Troubleshooter** player character (PC) is, of course, perfect. Now your friend **The Computer** offers an even *more* perfect way to create PCs and the nonplayer characters who know and suspect them. This *Criminal Histories* rules supplement uses character kits and the amazing *Prehistory Pachinko* lifepath system to load your character with **bonus skills** and **specialties**, cool **illegal equipment**, highly placed **contacts** and a whole dossier of past accomplishments.

True, some of your accomplishments were treasonous—and your high-clearance contacts may remember how you messed them over—and your teammates can now **investigate your background** and uncover your traitorous past. But take heart! Investigate them first, and accuse them before they accuse you!

Some early roleplaying games had character creation rules that could kill your PC before the game began. **Ha!** In *Criminal Histories* your *PARANOIA* character can die *multiple times* before you go to your first briefing or shoot your first teammate. That's progress!

You need the *PARANOIA* roleplaying game to use this supplement.

- Especially useful for **two- and three-player** *PARANOIA* games, but offers a rich experience for all play groups.
- More neat **charts and tables** than you can easily believe!
- Completely compatible with characters made the old, obsolete, unfashionable, arguably disgusting way
- You! Antisocial roleplayer who wants to kill your teammates in every game you play! **BUY ME!**

For use with *PARANOIA*
For all players and
Gamemasters!

A world fit for Kafka, Orwell and the Marx Brothers

PARANOIA is a satirical roleplaying game set in a darkly humorous future. A well-meaning but deranged Computer desperately protects the citizens of an underground city from secret societies, mutants and all sorts of real and imagined enemies. You play a *Troubleshooter*, one of The Computer's elite agents. You track and destroy enemies of The Computer. You hope The Computer and your fellow Troubleshooters won't find out *you* are one of these enemies.

PARANOIA: a blackly fun game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons and insane robots, which encourages players to lie, to cheat and to backstab each other at every turn.

Originally published in 1984, *PARANOIA* sold over 150,000 copies. The new edition updates Alpha Complex for this new and more paranoid time.



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