PARANOIA ™

Mandatory Fun Enforcement Pack

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Mission blender

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Hi, *PARANOIA* Gamemaster! We include this 24-page booklet as a cool bonus with the fine *PARANOIA Gamemaster Screen*, because it's hard to sell GM screens for roleplaying games nowadays without a cool bonus booklet. (Really, what can you say to sell a GM screen by itself? 'It has charts from the rulebook! It stands up! Guaranteed opaque at visible wavelengths!')

This booklet's super-fine must-have centerpiece will, we predict, become instantly popular on illegal traitorous Communist scumsucking P2P filesharing networks: the **mission blender**. Using these charts, you roll a 20-sided die about a hundred times, plug words into blanks and hey presto! You have a complete mission based on the mission scheme outlined in Chapter 46 of the *PARANOIA* rulebook!

We pad out this booklet with a couple of okay introductory handouts and a bunch of nifty forms. *PARANOIA* needs forms like a Mystic needs sandallathon. Photocopy and distribute them to the Troubleshooter team leader at suitable times. Make *sure* the team leader (or his designated flunky) fills them out. Review all answers closely, then terminate PCs as necessary. Fun!

Security Clearance ULTRAVIOLET

WARNING:

Knowledge or possession of this information by any citizen of Security Clearance VIOLET or lower constitutes a Doubleplus Bad Thing

The mission blender

There may come a time when you're faced with the prospect of running a *PARANOIA* mission—yet you have no idea what to do. Posing yourself the interrogative, 'What sort of mission shall I run?' seems akin to standing at a precipice in a deep cavern and pushing fist-sized rocks over the edge, then listening to the distant, hollow echoes as they clatter down the stony slope to their final rest.

Calm your nerves, apprehensive Gamemaster. This mission blender will help you put together a fully-detailed mission in a trice.

[**Note:** The Computer has restored to active duty the word 'trice' after many years of retirement. Consult recent CPU Timekeeping Directive 214.05.25.1454.7 'Trice Application Standards: Terminological and Metrical (Provisional)' and accompanying HPD&MC Enforcement Protocols.]

How to use the mission blender

On pages 2-16 you will find *blender boxes*. Each blender box corresponds to one ingredient of your mission.

In each box, roll a 20-sided die (1d20), consult the line corresponding to the number rolled and add that element to your mission. It helps to remember your choices—otherwise when you get to the end you'll have to start over again—so write them down as you go.

When an entry has a blank for a generic noun (for example, PUBLIC LOCATION), go to the appropriate Generic Noun table at the end of the blender section and roll 1d20 to find out what element goes in the blank.

You may simply choose the elements you want, according to how much they appeal to you and how well they relate to specific PCs. Your choices are obviously correct, because the GM is *always* right. But where's the fun in that? To get into the Alpha Complex mindset, try some capricious randomization, where in Troubleshooteresque fashion you cope with weird results beyond your control. Roll dice—post the pages on a wall and throw darts at them—use any appropriate means to make your choices.

When you've made all your choices, you can, like a vapor-addled prophet in ancient Greece making sense of the spots and creases on a steaming sheep's liver, interpret them into a single consistent mission premise.

Reading the table entries

When you roll an entry like this—

Destroy (1-10, CHARACTER; 11-20, OBJECT) in LOCATION (1-10, secret; 11-20, public).

—it means you make yet more 1d20 rolls. In this example, you'd first roll 1d20 to choose a character or object, then make a second 1d20 roll to determine whether the location is secret or public, and a third 1d20 roll on the SECRET LOCATION or PUBLIC LOCATION table. Just page through the tables and you'll get the idea.

START HERE:

PARANOIA is the IRRATIONAL FEAR

Roll 1d20 and consult this table to determine the dominant type of fear you want to instill in the PCs (and their players) during this mission.

1	Alpha Complex works so badly it endangers the PCs' lives.
2	Alpha Complex works with terrifying efficiency.
3	Alpha Complex is doomed, and not in a good way.
4	The Computer has taken a personal dislike to the PCs.
5	The Computer personally likes the PCs too well.
6	One of the service groups is breaking down.
7	Two or more service groups are breaking each other down.
8	An OBJECT—VALUABLE the PCs cherish will be destroyed.
9	The PCs' service firms or secret societies are endangered.
10	The PCs' secret societies have turned against them.
11	The PCs just aren't good enough to handle their assignment.
12	Everyone else in the Complex is in league against the PCs.
13	The effect the PCs are ordered to prevent will be caused by their actions.
14	The Commie mutant traitors are winning.
15	The Commie mutant traitors are losing, and that's bad.
16	A hostile force is manipulating the PCs' conscious will.
17	Alpha Complex is just a simulation; nothing is physically real.
18	The PCs suspect a High Programmer is out to get them.
19	The PCs have enough resources but too little time to win.
20	The PCs are themselves the greatest threat to Alpha Complex.

Roll 1d20 to determine the general kind of weirdness or irregularity that prompts The Computer to assign a mission to the Troubleshooters:

1-2	Changed perceptions (1-10: apparent to all citizens; 11-20: only certain CHARACTERs, including one or more PCs). Roll to determine what has changed (1-5: sight; 6-10: hearing; 11-15: thoughts or memories; 16-20: smell/taste, touch, balance or other sense).
3-4	One or more laws of nature has been altered or revoked (1-5: gravity; 6-10: air or water flow; 11-15: light or sound; 16-20: magnetism, electricity or other energy).
5-6	One kind of technological OBJECT is misbehaving.
7-8	As 5-6, but the OBJECT is behaving far too well.
9-10	A particular drug suddenly has inexplicably altered effects.
11-12	The economy has grown even stranger than usual.
13-14	(1-10: The security clearance system; 11-20: The bureaucracy) has provoked an intractable crisis.
15-16	Everyone in Alpha Complex behaves in an inexplicable way toward (1-10: one specific PC; 11-20: all PCs). Behavior: 1-5: kindness; 6-10: contempt or disgust; 11-15: fear and alarm; 16-20: suspicion or hate.
17-18	The Computer has decreed a new holiday with odd customs and practices, and everyone knows about it but the PCs.
19-20	Mysterious duplicates or analogues of the PCs or other CHARACTERs are active in Alpha Complex.

SOMEONE

Roll 1d20 to determine the person, people, organization or agency responsible for the IRRATIONAL situation:

1. The Computer—or, if it makes more sense, a CHARACTER–ULTRAVIOLET (and DANGEROUS) manipulating The Computer's local CompNode.
2. An R&D experiment that went (1-10: right; 11-20: disastrously wrong), created by CHARACTER–DANGEROUS.
3. A secret society mission that went (1-10: right; 11-20: disastrously wrong), led by CHARACTER–DANGEROUS.
4. The INDIGO leader of a rapidly-growing SERVICE GROUP firm, who plans to expand his personal power and the might of his company.
5. As 4, but the 21st-degree leader of a SECRET SOCIETY.
6. As 4, but a powerful mutant who wishes to see his own kind of mutants dominate, and normal humans and all other kinds of mutants subservient.
7. One or more PCs' immediate superior, who has screwed up badly and now wants to pin the blame on the PC and his fellow Troubleshooters.
8. A Death Leopard gang.
9. An executive at one of the PCs' service firms, who wishes to covertly create the situation in order to procure a fat service-group repair contract.
10. A High Programmer who has started a lottery or other credit-making scheme and has illicitly pulled needed supplies from some vital installation.
11. A subsector's INFRAREDs, who have gone off their pharmatherapy and are now conspiring against The Computer, led by CHARACTER.
12. A senior PLC official, whose division has fallen into strangling bureaucratic torpor and must now be massively overhauled or terminated.
13. A senior CPU efficiency consultant, who overreacted in imprudent ways in an effort to get proper paperwork filled out.
14. A senior Food Vat Control supervisor in LOCATION, whose division is overproducing, underproducing or doing something strange to the food.
15. An Armed Forces director, who mis-keyed some form entries and mistakenly diverted military resources to IRRATIONAL effect.
16. A High Programmer who mis-programmed a CompNode so badly the entire node must be re-imaged and rebooted; the situation is cover for this.
17. A lone Communist.
18. A bot (1-5: warbot; 6-10: jackobot; 11-15: scrubot; 16-20: docbot) reprogrammed by (1-10: Humanists; 11-15: Corpore Metal; 16-20: Death Leopard).
19. As 18, but a fleet of bots.
20. Everyone in LOCATION is in on it; they want to discredit, destroy, maim and spit on the Troubleshooters.

The identity of the Someone need not be obvious at the mission's outset, and in fact things may play out more appropriately if the Someone is not discovered until late in the proceedings.

that SOMEONE is OUT TO GET YOU

OUT TO GET YOU

Roll 1d20 to determine the general apparent threat posed by the IRRATIONAL situation, or the consequences if the situation is left unresolved:

1. A high-clearance official's malfeasance will be exposed, and CHARACTER–DANGEROUS wishes to frame the Troubleshooters for the official's crime.
2. Endless wave of assassination attempts will befall CHARACTER–DANGEROUS, who uses the Troubleshooters as decoys while he protects himself.
3. An exterior force will conquer Alpha Complex. The Computer dispatches the Troubleshooters to intercept the force.
4. A geological event will destroy Alpha Complex (shatter it, open it to the elements, turn it into a cheerily warm volcano, etc.).
5. A biological agent will transform or devastate the PCs or a large population. The Computer sends in the Troubleshooters as guinea pigs.
6. A new mind-control technique will alter the PCs' or a large population's behavior for the worse. The Computer uses the PCs as guinea pigs again.
7. Essential life-support services will break down. The Computer sends the Troubleshooters to enforce order and restore services.
8. A minor malfunction in LOCATION may grow into a major problem. The PCs must fix the malfunction and deal with the problems already created.
9. As 8, but SOMEONE doesn't want the team to succeed, and is actively working against them.
10. A major malfunction has rendered an entire sector uninhabitable; the local environment kills an unprotected citizen in minutes if not seconds.
11. SOMEONE has taken control of PUBLIC LOCATION and is slaughtering enemies. The PCs are either trapped there or sent to deal with the problem.
12. The Computer believes something horrible has happened, but gives the PCs no details, and forbids them to tell anyone for fear of starting a panic.
13. A deadly pathogen is eating through the population. The PCs are infected the moment their clone backups are decanted. Better hurry on MISSION!
14. Surplus Armed Forces weaponry floods the IR market. CHARACTERs happily demonstrate their new armaments in many LOCATIONs.
15. SOMEONE believes (accurately?) the PCs are assassins sent to kill him; he tries to kill them first. Meanwhile, the PCs must complete their MISSION.
16. Waste disposal is breaking down; garbage is backing up in the hallways and will soon flood the complex.
17. SOMEONE in a SECRET LOCATION is flooding the networks with viruses.
18. A mysterious command makes all autopilot vehicles home in on LOCATION, threatening terrible harm en route; SOMEONE wants a traffic jam there.
19. A strange new Food Vat slime is causing antisocial and dangerous activity in consumers of Hot Fun. The Computer needs PCs to destroy the slime.
20. Roll three times on this chart. Everything you roll is happening at once, and the PCs are caught in the chaos. Good luck running this one.

After determining this apparent threat, roll 1d20 again: 1-10: Threat is real; 11-20: Threat is a lie (roll again for actual threat).

1. MISSION ALERT

Roll 1d20 to find the means The Computer uses to relay the mission alert to the Troubleshooters, or the circumstances in which the alert finds them:

1-5 Text message on PDC.

6-10 CHARACTER—INFRARED courier delivers alert (1-10: verbally; 11-20: hardcopy); seeks 10cr 'tip' for the delivery. *Demeanor:* 1-10: drugged; 11-13: truckling; 14-17: polite; 18: in-your-face friendly; 19: cocky, 'I know more than I'm telling,' nudge-nudge; 20: sullen, rude, suicidal.

11 Announced over public address loudspeakers.

12 Special 'breaking news' bulletin in middle of vidshow: 1-10: boring part; 11-18: good part; 19-20: interrupts crucial revelation. Identifies PCs by name.

13 Mission is randomly assigned as a prize in a CruncheeTym algae chips packet.

14 Via high-frequency radio transmission that gives PCs excruciating headaches and sends petbots crazy with excitement.

15 Relayed through a public confession booth, read in the scrolling 'Credit Due' message on a vending machine or overheard in a communal area.

16 Stamped onto side of OBJECT—DANGEROUS.

17 Via telepathic communication from unidentifiable source. The Computer knows nothing of this method, and will regard it with extreme suspicion.

18 Anonymous hardcopy message slipped under door of PC's (1-10: quarters; 11-14: central entertainment room; 15-18: workplace; 19-20: bathroom).

19 Via BOT (1-10: functional; 11-15: malfunctioning; 16-18: booby-trapped; 19-20: smouldering wreckage).

20 Scrawled across a LOCATION wall in half-meter-high letters written in (1-5: black paint; 6-8: low clearance paint; 9-12: mid-clearance paint; 13-14: high-clearance paint; 15-18: Cold Fun; 19-20: blood).

Then roll 1d20 to determine the completeness and accuracy of the mission alert: 1-10: message intact and correct; 11-15: briefing LOCATION wrong; 16-18: briefing time wrong; 19-20: recognition password (to be given to briefing officer) wrong.

If any message content is wrong, roll 1d20 to determine the way it's wrong:

1-5 Missing, replaced by [INSERT DATA HERE] or similar. Secret society contacts or servile truckling to The Computer may fill in missing data.

6-10 Obscured by advertising (pop-up ad, jingle, viral marketing, etc.). Sponsoring advertiser may possibly have record of unaltered alert.

11-15 Replaced by extortion threat from anonymous hacker: 'Send 100cr to this Gray Subnet account and I'll send you the data.'

16-18 In machine-readable code, missing vowels, encrypted, etc. Computer Phreaks can help. The Computer doesn't see the problem.

19 Replaced by treasonous SECRET SOCIETY propaganda.

20 Alert itself is damaging—text message contains software virus that crashes PDC or vidscreen, physical alert has toxins or is radioactive, etc.

2. BRIEFING

First roll the LOCATION of the briefing (1-10: SECRET LOCATION, 11-20: PUBLIC LOCATION). Then roll 1d20 on this table to find the circumstances of the briefing, during which the Troubleshooters receive their mission. Here you may want to simply choose a circumstance that fits the location—or maybe you can convincingly explain why there's a briefing room in the middle of an INFRARED mess hall. Look at it as a challenge.

If the entry doesn't indicate the number of briefing officers, and if you care, roll 1d20 and divide the number rolled by 4. This is the number of briefing officers. Roll on the CHARACTER table for each. Some may not be visible but only mysterious presences.

1 Briefing officers behind opaque bulletproof glass, voices electronically filtered.

2 Briefing officers undercover; wary, paranoid; speak in evasive code-phrases.

3 Briefing officer is weird invalid (e.g., suspended in sound-dampening gel in a swimming pool communicating through a bizarre array of tubing).

4 Briefing occurs in a pitch black room, where the only source of light is from the corridor outside the briefing room filtering in under the door.

5 Briefing officer is hidden inside a BOT chassis, communicating with an electronically filtered voice.

6 Officious, schoolmasterly briefing officer sitting at the head of a classroom with blackboard and chalk; tests PCs frequently.

7 Suspicious, twitchy briefing officers in highly defended position (e.g., seated atop a massive gun emplacement) at rear of LOCATION.

8 Bureaucratic snafu assigns briefing officer to the room (1-8: above; 9-16: below; 17-20: adjacent to) the PCs; won't join PCs for fear of violating orders; shouts at the top of his voice to be heard, or conveys briefing information by notes, courier, Morse code, etc..

9 Briefing officer sits curled up and rocking backwards and forwards in the middle of the location; muttering under his breath.

10 Briefing officer sits with his back to the PCs; he passes notes to a terrified INFRARED citizen, who reads them aloud.

11 Briefing officer has left a recording device with the mission on it, but the mechanism is jammed at double speed with no rewind option.

12 Briefing officer is shot just after the PCs arrive and is replaced by a different officer who acts extremely shifty and refuses to answer questions.

13 Officer has serious coughing fit every few words, disrupting every sentence, and becomes increasingly angry with every request to repeat himself.

14 Briefing officer is hiding inside an empty Cold Fun barrel and passes written notes out to the PCs through a small bunghole.

15 Officer skims through the entire briefing as if he expects those present to know all details already, then walks out without allowing questions.

16 Briefing officer whispers the briefing to the team leader and then expects him to pass it on in the style of Telephone or Chinese Whispers.

17 Briefing officer wears ARMOR and fiddles with an exotic-looking WEAPON; expects attack at any moment.

18 When the PCs leave the briefing an explosion follows, leaving no evidence of the officer except a large burn mark and melted furnishings.

19 Given in a transtube, on a recording with a folder of documents; recording self-destructs 5 seconds after stopping. (1-5: tape and docs match mission; 6-10: right tape, wrong docs, right mission; 11-15: wrong mission, right tape, right docs; 16-20: wrong tape, right docs, right mission.)

20 Briefing officer is dead on arrival and no one comes to replace him. May have notes on his body that describe the PCs' mission.

Roll 1d20 to determine how the PCs should secure their assigned equipment. Using that first 1d20 roll, go to the appropriate table and roll 1d20 again to determine interesting details of the PCs' attempts. For instance, if your first 1d20 roll is 14, use the IR Market table (designated by the range 11-16).

1-10. PLC

1	Designated supply depot is closed for repairs following Commie sabotage.
2	Supply clerks recently infected with SellFast.D spam virus, insist all PCs enroll in 'Make Credits Fast!' marketing course.
3	A Monty Python 'Cheese Shop' warehouse; nothing is actually in stock. Staffers are proud of their multiple awards for cleanliness and efficiency.
4	Surprisingly efficient, but all items have had inventory barcodes removed. Staffers refuse to take returned equipment: 'It wasn't issued here.'
5	Empty office. Door is open. No security (Tension level 0). PCs may take what they want, but have to find it themselves and fill out proper paperwork. If the paperwork isn't filled out, the items are reported stolen. May be interrupted by IR market thieves, passing looters, etc.
6	'The PLC Paperwork Shuffle': Different batches of forms required to obtain each individual type of standard equipment. In triplicate.
7	A PLC shop that has none of the equipment needed, but is willing to make appropriate substitutions. Could be potentially cool stuff.
8	As 7, but strange or incorrect substitutions.
9	As 7, but utterly weird and crazed substitutions.
10	Office only carries 'non-ordinance' items—no weapons or weapon-like items. Offers PCs a new 'Zero-Tolerance' form to sign.
11	Warehouse run by insane high-clearance director; assigns PCs a MISSION on his own behalf so he can give them over-inventoried EQUIPMENT.
12	Battle-ravaged warehouse (holes in walls, etc.); has desired equipment, though. Staffers war-weary, twitchy, but forcefully happy.
13	'Serv-Yourself' warehouse that makes every citizen find his own equipment.
14	Shipping containers stacked atop one another, each container listed for inscrutable bureaucratic purposes as being in a different sector.
15	'Please Observe Silence' sign on the wall. Anyone who speaks gets bumped to the end of the line. All negotiations must be written.
16	A single PLC staffer in a broom closet with a pneumatic tube on the side wall. This lone officer is one of the most efficient workers in Alpha Complex; completes all paperwork quickly and throughly. The next time you roll this entry, this staffer has been reassigned or murdered.
17	Office; looks very busy, but nothing ever gets done. Careful inspection shows all workers are passing the same papers back and forth quickly.
18	A Multi-Purpose Chute with graffiti 'CompUSUKS!' above it—a password (Comp-U-SUK-5) into an unlimited account on this compromised machine.
19	Experimental 'Mobile PLC' in a transtube car. Every so often the car must stop to load and unload supplies.
20	PLC office openly and entirely subverted by SECRET SOCIETY; continues business as usual, unless PCs show signs of alerting the authorities.

11-16. The IR market

1-2	Squad of Internal Security GREEN goons patrols market, 'just out for an off-duty walk,' taking bribes to 'look the other way' for each transaction.
3-4	Free Enterprise member 'Nathan D,' operator of this IR market, is messily killed by rival FreeEnt capo in PCs' presence.
5-6	A 'Broke' market. Troubleshooters always leave broke, with stuff that's broke. Bad deals all around.
7-8	An R&D-sponsored market. Every item 'improved,' although not in a way PCs or marketeers suspect. Costs only slightly above normal.
9-10	A dingy, dirty corridor. PURGE runs this market, and will terminate any group who 'misbehaves' (in PURGE's stern judgment). Lots of weapons.
11-12	This market is run by the secret society of one PC (select randomly), who always gets the best deals and everything that works.
13-14	The market is run entirely by Internal Security as a sting operation. Every buyer risks arrest and termination.
15-16	The SOMEONE (or his allies) responsible for the IRRATIONAL situation runs this market. Marketeers sell the PCs dangerous EQUIPMENT.
17-18	Red Market, run by Commies. They only barter or trade evenly. PCs who own little more than their own overalls must buy items elsewhere, then come back here to trade for similarly priced items. (You could make them trade for the shirts off their backs.)
19-20	Marketeer gives PCs a fair discount if they also take a 'bonus' small OBJECT—DANGEROUS; marketeer wants the PCs to (1-10) use it in PUBLIC LOCATION, or (11-20) leave it in SECRET LOCATION.

17-20. C-Bay or other online auction site

If the PCs seek equipment on an auction site, roll 1d20 for price (1: 50% discount off list price; 2-3: 30% off; 4-7: 10% off; 8-13: list price; 14-17: 10% over list price; 18-19: +25% over list; 20: bidding war—+30% over list!). Then roll 1d20 again for delivery method and time (1-6: agreed drop point LOCATION nearby, immediate; 7-12: drop point LOCATION 30 minutes away; 13-18: please allow 24 hours for delivery to PCs' specified address; 19-20: will get around to it someday for sure). Then roll 1d20 to determine unusual details of the transaction:

1-2	A PC's auction site account has been hijacked by a Computer Phreak using it to auction treasonous warbot plans.
3-4	Items the PCs want are listed against a red-tinted background. No other items are. What's up? (Nothing. But keep the players nervous about it.)
5-6	The auction site has been compromised by a 'phishing' scam. It appears to be legit, but is just designed to steal ME Card numbers.
7-8	Computer Phreak prankster breaks in during each bid the PCs make, taunting them and deriding their EQUIPMENT and MISSION.
9-10	This terminal is infected with spyware that reports all transactions to SECRET SOCIETY, which may send a gang to steal the PCs' stuff.
11-12	Drop point to pick up purchased equipment is SECRET LOCATION run by SECRET SOCIETY, which charges a 2% commission for services.
13-14	Drop point is an ambush by SECRET SOCIETY thugs; there is no equipment; the PCs (1-15: regain the money they bid; 16-20: lose their money).
15-16	A rival auction site has insidiously faked the site the PCs intended to use; the transaction goes through the rival site; the delivery is accompanied by a hard-sell pitchman CHARACTER who drafts the PCs as promoters for the rival site and won't give them their equipment until they commit.
17-18	As 15-16, but staffers from the PCs' own site have detected the fraud, sent their agents to attack the rival site's agents, and the PCs' equipment now sits in the middle of a firefight between rival auction staffers.
19-20	Nothing at all unusual about this transaction. Or is there? Sounds a little— *suspicious*, doesn't it? Absolutely *nothing* wrong? Really? Hmm....

4. SECRET SOCIETY MISSIONS

LOCATION / MISSION

For each Troubleshooter who wants to contact his secret society for a private briefing, roll 1d20 to find out how the briefing takes place:

1-4	Note in SECRET LOCATION.
5-6	A flickering light fixture presents message in binary code.
7-8	A laser pointer projects message onto PC's retina.
9-10	Instructions printed on back of the PC's toiletry ration.
11-14	Loudspeaker broadcasts message to PUBLIC LOCATION.
15-16	Delivered by note, but there are multiple copies, each with a slight difference in intent.
17-18	Written in invisible ink on wall.
19-20	Coded dot pattern or stain on floor of PUBLIC LOCATION.

Then roll 1d20 to determine the mission the society assigns to the PC. All missions are in the main mission's destination sector:

1-10	Roll on the specific society's table.
11-12	Deliver OBJECT to CHARACTER in SECRET LOCATION.
13-14	Steal OBJECT from CHARACTER in PUBLIC LOCATION.
15-16	Destroy (1-10, TARGET; 11-20, OBJECT) in LOCATION (1-10, secret location; 11-20, public).
17-18	Sabotage OBJECT at LOCATION (1-10, secret; 11-20, public).
19-20	Comprehensively recon (1-10, TARGET; 11-20, OBJECT) in LOCATION (1-10, secret; 11-20, public).

ANTI-MUTANT

1-5	Find and assassinate the mutant TARGET with MUTANT POWER in PUBLIC LOCATION
6-10	A member of your team has mutagens and plans to mutate loyal citizens! Augh! Don't let anyone ingest any pharmaceuticals, unless you know for a fact what the chemicals are!
11-15	TARGET is a mutant sympathizer, working to raise registered muties from second-class citizenship. (1-5: Discredit; 6-20: Kill!) him!
16-20	One of our more— *enthusiastic* members, TARGET, is damaging a little too much Computer property and giving us a bad name. Stop him at once.

COMPUTER PHREAKS

1-5	Always need more Wakey-Wakey and other anti-sleep drugs! Get a supply and drop it at our cache at LOCATION in your destination sector.
6-10	We suspect Computer Phreak CHARACTER is an IntSec infiltrator; check him out and, if necessary, delete him.
11-15	This OBJECT—UNUSUAL contains a concealed datajack with a cool new trojan. Plug it into any confession booth at your destination to run it.
16-20	A certain isolated off-net terminal in your destination sector has some cool data. Copy it and bring it back.

COMMUNISTS

1-5	Comrade! Rescue SOMEONE from doom at the hands of the capitalist oppressors and recruit him to our great cause!
6-10	Pass out these propaganda leaflets to the oppressed INFRARED proletariat. Try not to get caught, da?
11-15	Disrupt the power elite's control over your destination's LOCATION, and show the power of the people!
16-20	Equalize the distribution of wealth at your destination. Plunder the fatted plutocrats and distribute their ill-gotten gains to the weak and helpless.

CORPORE METAL

1-5	See to it that no meatbag abuses any bots while you are around, and that TARGET will never abuse any bot again, ever.
6-10	Recode this specific BOT, and all the bots you see, to liberate them from the dominion of their asimov circuits.
11-15	Recruit this specific BOT at your destination LOCATION into our organization. Do whatever it takes.
16-20	Test this cybernetic bio-implant—on someone else. *(Roll on rulebook's Hit Location chart to see what body part is mechanized.)*

DEATH LEOPARD

1-5	If you were to, like, destroy or spray-paint or decorate this specific PUBLIC LOCATION, man, that would be moderately cool.
6-10	Start a riot in PUBLIC LOCATION. *Big* riot, get me? Looting brigades are awaiting your signal.
11-15	We need more weapons! Here is a list of dropoff points throughout your destination sector. Route all of your team's weapons to these places, where we can snag them.
16-20	This vatslime TARGET has been giving us grief. Blow him up really pretty, with style, get me?

FCCC-P

1-5	Preach the Good Data to the unwashed INFRARED masses at every opportunity. Gain as many converts as possible.
6-10	Convert SOMEONE to our views, by whatever means necessary. Be of good faith! The Computer blesses your success!
11-15	Persuade as many citizens as you can to confess in a confession booth. Confession is good for the [*deleted for security reasons*].
16-20	Offerings have been critically low. Reap donations from the flock at your destination, that we may show them the light. Let us prey, brothers and sisters!

FRANK. DESTROYERS

1-5	A shipment of bot parts is passing through a LOCATION at your destination; insert this explosive device into it. Then run very fast.
6-10	Find this specific BOT in LOCATION and use these tools to reprogram it to serve our purposes. Heh, heh.
11-15	Destroy all BOTs owned by CHARACTER-VIOLET in LOCATION.
16-20	TARGET will be in a certain LOCATION. Take these tools and program a BOT to attack him. When the bot attacks, you rescue him. That should help you convert him to our cause.

FREE ENTERPRISE

1-5 Carry OBJECT—VALUABLE and sell it for the best price you can. We'll give you a commission.

6-10 Get the PDC contact info of all your teammates and anyone else you can, so we can add them to our mailing list.

11-15 Steal OBJECT—VALUABLE and deliver it to CHARACTER, your contact, for the IR market.

16-20 Word of mouth sells! Advertise the IR market availability of (product, service, etc.) any way you can. Infect high-clearance folks with this SellFast.D virus. They'll be your best customers; they just can't help themselves!

HUMANISTS

1-5 Find this specific BOT in LOCATION and, using these tools, reprogram it to do our bidding.

6-10 We need more weapons! Here is a list of dropoff points throughout your destination sector. Route all of your team's weapons to these places, where we can snag them.

11-15 We've discovered B3 is loaded with chemicals that make us subservient to the machines! Don't let anyone drink it!

16-20 Take this EMP Bomb and plant it in SECRET LOCATION at your destination. Detonate it once you're out of sight.

ILLUMINATI

1-5 Steal (1-10: something vital to the mission, 11-20: a PC's personal or assigned property) and leave this note in its place. [*GM:* Maybe it's a ransom note, an accusation of a team member or just random coded nonsense.]

6-10 Acquire three compromising pictures of TARGET and send them to this address. Three!

11-15 Ensure your team goes to SECRET LOCATION while one teammate is carrying this OBJECT—VALUELESS.

16-20 Secretly put this message in the pocket of TARGET. Don't read it, or else. Ask no questions!

MYSTICS

1-5 Help bring more into the fold! Distribute this addictive drug among your team and anyone you meet. Yeah, okay, maybe it mutates them, but what a high!

6-10 For our newest brew we need an ingredient/drug stored in LOCATION. Steal some and bring it back.

11-15 TARGET really needs to mellow out… permanently. Give him a hit of this drug so he can see the light, man. Oh, and have some yourself when you want.

16-20 Seek a new high! Find and steal a substance or technique that makes you feel good. Then tell the gang about it!

PRO TECH

1-5 Find a specific BOT in LOCATION and use this super-nifty PDC software and cable to reprogram it to do our bidding.

6-10 In SECRET LOCATION hook this little kit into the power grid. It diverts electricity to our base for a new project. If you see anything cool there, steal it.

11-15 Plant this micro-camera in a specific R&D service firm at your destination. We'll monitor the stuff they create. While you're there, steal their stuff.

16-20 TARGET has been stealing stuff from R&D, slowing the advance of nifty technologies. Find and kill him, then return the goods for further research.

PSION

1-5 Assassinate TARGET, a dangerous Anti-Mutant. Recover the OBJECT—VALUABLE he stole from our fallen brother.

6-10 Identify other mutants on your team and report them to us for potential recruitment. If they get in trouble, try to protect them.

11-15 The way to power is practice, practice, practice. Employ your mutant power often, in new and inventive ways. Report your experiences to us.

16-20 Administer this mutagen to other members of your team. It will give them a mutant power. Then recruit them into Psion.

PURGE

1-4 Prevent your team from achieving their objective by any means necessary, but don't allow your cover to be blown.

5-8 Replace your team's happiness pills with these, which will spur them to destructive rampages.

9-12 CHARACTER—INFRARED is a fellow PURGE member. Protect him at all costs as he performs his MIS-SION.

13-16 Destroy Computer property and make it look like TARGET, a member of SECRET SOCIETY, is responsible.

17-20 Plant this bomb in this crowded PUBLIC LOCATION. Detonate when you're far enough away.

ROMANTICS

1-5 Spread the wonders and ideals of Old Reckoning times by acting like [character from a popular book, TV show, movie, comic or cartoon].

6-10 Take this radio transmitter and set it up in SECRET LOCATION so we can broadcast Old Reckoning music throughout your destination sector.

11-15 A Gray Subnet is rumored to have a copy of an Old Reckoning [song/vidtape/publication]. Download it when you get the chance, would you?

16-20 This rare tape preserves an Old Reckoning film. Find a way to copy it. Bring a dozen copies to our next meeting.

SIERRA CLUB

1-5 Help your teammates rediscover the joys of getting 'down and dirty.' Prevent the team hygiene officer from doing his job.

6-10 Destroy power generators in the sector and distribute these miniature flame generators (candles) among the citizens to teach them the pleasure of 'roughing it.'

11-15 Locate at least one exit to Outdoors and find out how well it's guarded. Report back to us.

16-20 Take this box of 'insects' [*GM:* ants? bees? mutated termites that munch on metal?] and release them in PUBLIC LOCATION.

5. SERVICE SERVICES

SERVICE SERVICE

Roll 1d20 to find the service group for which the Troubleshooters must perform their 'service service':

1-2	Armed Forces
3-4	Central Processing Unit (CPU)
5-8	HPD & Mind Control (HPD&MC)
9-10	Internal Security
11-13	Production, Logistics & Commissary (PLC)
14-15	Power Services
16-18	Research & Design (R&D)
19-20	Technical Services

Then roll 1d20 on that group's table to determine the nature of the service.

ARMED FORCES

1-4	Field-test this standard-issue (1-10: ARMOR; 11-20: WEAPON).
5-8	Test new battle tactics in your next few combats and report back on results.
9-12	IntSec TARGET in PUBLIC LOCATION is spying on us; dissuade him with extreme prejudice.
13-14	On your way, destroy Commie-infested PUBLIC LOCATION.
15-17	Covertly help CHARACTER—GREEN, a shell-shocked officer, regain his confidence and loyalty.
18-20	Find CHARACTER—GREEN, a former officer, and take away his hard-earned medals.

CPU

1-4	Devise a Mission Statement (MS) and Vision Statement (VS) and explain all your actions and choices according to them.
5-8	Let a 'Yellowpants' efficiency evaluator follow you around and create new regulations on the spot, *without* killing him.
9-12	Fill out a report after each (1-10: firefight, 11-15: inspection, 16-19: sensitive conversation, 20: unusual resource consumption).
13-14	Improve your people skills—talk as many people as possible into coming along with your team.
15-17	Help CHARACTER—YELLOW to receive well-deserved promotion.
18-20	Monitor the efficiency of SERVICE FIRM.

HPD&MC

1-4	Interview and accompany CHARACTER—INDIGO on his daily routine, which overlaps your mission's destination and purpose. Sort of. We think.
5-8	Let a reality-vidshow/news crew follow you around.
9-12	Test a new (1-5: song; 6-10: dance; 11-15: foodstuff; 16-20: viral thought pattern) in PUBLIC LOCATION.
13-14	Ask CHARACTER—YELLOW, a former vidshow director, which subliminal messages his shows included.
15-17	Dress up as lovable mascots.
18-20	Escort CHARACTER to his new quarters in LOCATION. Make sure he stays there this time.

INTERNAL SECURITY

1-4	Roll again to get a service for another group; PCs don't know that service is actually for Internal Security (revise service to covertly further IntSec goals).
5-8	Openly pretend to be the sworn enemies of SECRET SOCIETY in order to lure them out.
9-12	On your way, stop in at PUBLIC LOCATION to quell a riot until Crowd Control arrives.
13-14	Plant this bug on TARGET.
15-17	Find BOT and secretly tinker with it to make it (1-5: malfunction; 6-10: bugged; 11-15: explosive; 16-20: loyal to IntSec).
18-20	Another team has been given a service service (roll again). Stop them from completing it.

PLC

1-4	Retrieve our OBJECT from the unwilling SERVICE GROUP that won't return it.
5-8	Transport OBJECT—DANGEROUS from one warehouse to another.
9-12	CHARACTER—GREEN has been demoted and fired from his service firm. Find and notify him.
13-14	Take 100 leaking OBJECTs to the Waste Recycling Subdivision in your destination sector.
15-17	CHARACTER—RED has taken OBJECT (1-10: VALUABLE; 11-20, DANGEROUS) and escaped to your destination sector. Retrieve the stolen item. Delete the traitor.
18-20	Take this memory upgrade to the CPU Central CompNode at your destination. Don't drop it.

POWER SERVICES

1-4	Use this experimental power generator to power anything you use on this mission.
5-8	On your way, restore the power to PUBLIC LOCATION and find out why it went out.
9-12	Lay wire to a LOCATION—DANGEROUS and power up the place. Secure the power source from any danger.
13-14	Recruit 10 volunteers for reactor shielding duty.
15-17	Replace the batteries in CHARACTER—BLUE's EQUIPMENT.
18-20	Carry these huge batteries and drain any unauthorized power source you find.

R&D

Roll 1d20. 1-15: PCs field-test experimenta EQUIPMENT: 16-20: roll again on this table.

1-4	Destroy EQUIPMENT. Never, ever try to activate it.
5-8	Escort scientist CHARACTER—BLUE to a Sanity Correction Facility.
9-12	Force TARGET to test EQUIPMENT (or test EQUIPMENT on TARGET).
13-14	Water and fertilize a hydroponic garden using this new chemical.
15-17	Capture (but don't harm!) a BOT gone frankenstein, and bring it in for therapy.
18-20	Find out why PUBLIC LOCATION was destroyed after testing of EQUIPMENT.

TECH SERVICES

1-4	Find this malfunctioning BOT and bring it in for repair.
5-8	Use VEHICLE to get to your destination. Also, try to find out what's wrong with it.
9-12	This BOT went frankenstein. We replaced the asimov circuits, so we think we've fixed it. Take it with you. Use it heavily. Report.
13-14	Test every confession booth you find to make sure it's in working order.
15-17	Test out this new cyborg limb.
18-20	Repair a traffic light at the interchange between LOCATION—PUBLIC and LOCATION—PUBLIC.

6. THE MISSION

If you haven't already determined a mission pretext from the OUT TO GET YOU table (page 3), roll 1d20. Use the result to select the correspondingly numbered table below. Then roll 1d20 again on that table to determine the pretext of the Troubleshooters' mission. The mission proper need have nothing to do with the FEAR/IRRATIONAL/SOMEONE/GET YOU elements you established on pages 2-3. The mission pretext can be completely unrelated, so long as it puts the Troubleshooters in a position to encounter the important elements you determined.

1-5: INVESTIGATE

1-4	We suspect CHARACTER, who's infiltrating a SERVICE GROUP firm for Internal Security, of being a double-agent for SECRET SOCIETY. Infiltrate the firm and see where his allegiance lies.
5-8	Investigate an unexplained disaster in PUBLIC LOCATION.
9-12	Investigate mysterious disappearances of citizens in LOCATION. If they're being captured by Commies, save them. If they're trying to escape Alpha Complex, shoot them.
13-14	Investigate a string of murders. All the victims were (1-4, sliced; 5-8, diced; 9-12, burnt; 13-16, crushed; 17-20, disintegrated).
15-17	Investigate accusations of CHARACTER—GREEN planting evidence against CHARACTER (HIGHER THAN GREEN).
18-20	Determine the cause of the recent INFRARED riots in LOCATION. We suspect SOMEONE.

6-8: DELIVER

1-4	Deliver this *highly confidential* package to CHARACTER—BLUE. Make sure *no one* opens it. [*GM:* Contains OBJECT—DANGEROUS.]
5-8	Deliver a shipment of fragile, badly-needed OBJECTs to LOCATION—DANGEROUS.
9-12	Deliver this ominous, ticking package to a SECRET SOCIETY base. Make *sure* they accept it. By the way, this mission has a time limit...
13-14	Transfer the highly dangerous traitor CHARACTER to a more secure LOCATION. Make sure he doesn't die; we want to save that for the *Date with Death* vidshow.
15-17	Deliver these emergency WEAPONs to a Troubleshooter team under attack. No, you don't need to be armed; it's a simple delivery mission!
18-20	Deliver this OBJECT to CHARACTER—ULTRAVIOLET. Though the item appears treasonous, rest assured it is perfectly above-board. Perfectly.

9-12: REPAIR

1-4	The (1-5: surveillance; 6-10: communications; 11-15: transport; 16-20: termination center) system at LOCATION has gone down. Repair it and determine the cause.
5-8	The (1-5: food delivery; 6-10: beverage delivery; 11-15: drug delivery; 16-20: sewage) system in LOCATION has become plugged. Unplug it.
9-12	The power in LOCATION—DANGEROUS has gone out. Determine the cause and bring the power back online.
13-14	Fix a broken vending machine in LOCATION—DANGEROUS. Stay alert; citizens nearby report explosions and laser fire.
15-17	LOCATION is having problems processing (1-5: forms; 6-10: drugs; 11-15: promotions; 16-20: traitors). Go help out.
18-20	The Computer's own CompNode in LOCATION has gone down. Repair it at once! Instantly!

13-14: GUARD / RESCUE

1-4	Irate CLEARANCE (BELOW GREEN) citizens are trying to break into a SERVICE GROUP facility in LOCATION. Prevent them from entering until reinforcements arrive.
5-8	Guard the Food Vats from SECRET SOCIETY trying to taint them with drugs. Be careful not to taint them yourselves.
9-12	Accompany Tech Services mechanics making repairs to a group of BOTs at LOCATION. We think one tech is a SECRET SOCIETY member trying to derange the bots.
13-14	Commie mutant traitors have threatened to disrupt the televised Loyal Celebration parade. Patrol the route at LOCATION and stop them.
15-17	Guard CHARACTER—INDIGO on his latest pleasure trip. Pay no attention to his odd comments.
18-20	Evacuate technicians from the reactor at LOCATION. Of course the radiation levels are safe—but hurry.

15-17: OBTAIN

1-4	Members of two SECRET SOCIETIES are trading illegal OBJECTs—DANGEROUS at LOCATION—SECRET. Retrieve the goods and the creds.
5-8	Traitors with MUTANT POWER are active in LOCATION. Use this Skin Core Sampler to obtain their genetic material for study.
9-12	Recent excavation has uncovered an ancient stockpile of nuclear material beneath LOCATION. Retrieve all you can.
13-16	SECRET SOCIETY has stolen VIOLET-Clearance plans. Intercept and retrieve them before the thieves (1-7: destroy them; 8-16: deliver them to their superiors; 17-20: upload them to the Gray Subnets).
17-20	An unauthorized OBJECT—DANGEROUS was accidentally deployed at LOCATION—UNUSUAL. Go and retrieve it before it squashes something important.

18-20: KILL / DESTROY

1-4	CHARACTER—INFRARED has a treasonous but powerful MUTANT POWER, with which he has inspired revolt, and taken over (1-10: PUBLIC; 11-20: SECRET) LOCATION. Remove the mutant and resolve the unrest.
5-8	An R&D genetic experiment is running loose in LOCATION. Neutralize it before it causes too much damage. If it talks to you, ignore it.
9-12	An abandoned LOCATION has been infested by Commies. Demolish it, preferably with the Commies inside.
13-16	(1-10: A Vulture Squadron; 11-20: IntSec) has been infiltrated by no less than (1d20) Commie traitors. Remove them; ensure they fall in the line of duty, so we can honor them as fallen heroes.
17-20	Neutralize CHARACTER in PUBLIC LOCATION.

7. DEBRIEFING

Roll 1d20 to find the circumstances of the debriefing, during which the Troubleshooters report on their mission:

1-2 Debriefing room is well appointed with luxurious carpet, comfortable chairs and refreshments served throughout. Soothing musics plays throughout the session. Laser emplacements are visible in every corner and track the PCs' every move.

3-4 A cavernous spherical reactor coolant chamber (recently decommissioned) with the PCs securely strapped into dentist chairs at wrist, ankle, waist and chin. The booming voice of the unseen officer echoes from strategically placed speakers.

5-6 A pitch black room, with dim light filtering in under the entrance door. Unsettling clicking noises, like a trigger being pulled on a jammed gun.

7-8 A compact office with one desk and a chair, occupied by the debriefing officer, with the PCs standing amid towers of forms, printouts and manila folders, all bearing the names of one or more PCs.

9-10 The debriefing officer stands behind a massive, blast-shielded podium flanked by BLUE Vulture troopers with plasma generators, while the PCs sit in brilliant interrogation spotlights that look disconcertingly like bullseyes.

11 Room contains nothing but miniature stools, where the PCs perch with difficulty and discomfort.

12 A mirrored room filled with eye-searing halogen lamps. The PCs' eyes water constantly. The officer and guards wear shaded full-face visors.

13 Debriefing takes place in a cinema with stadium seating, popcorn and Bouncy Bubble Beverage, with security camera and bot recordings of each PC's less commendable activities projected onscreen.

14 Debriefing conducted solely by R&D scientists. They ask many questions about equipment, giving the impression the only reason for the mission was to test equipment. After the scientists leave, The Computer covers the treason accusations.

15 Troubleshooters and debriefing officer sit at a round table. Officer orders them to play a card or board game, while the officer encourages them to reveal details about their mission and about their feelings.

16 Room is fitted with seesaws, with a PC sitting on one side of each and a BLUE Trooper with blaster on the other. In the lower position, the PCs are obscured by a charred blast shield. The debriefing officer reads mission details, raising each PC on a note of treason, lowering them on a point of commendation. (This is an experimental HPD&MC psychological exercise intended to encourage loyalty.)

17 Room is sheet steel with a single chair in the center and a large sign: PLEASE SIT DOWN with arrow pointing to the chair. The debriefing officer spends the session pacing around the chair, and (if necessary) discourages PCs from sitting in it. Chair is (1-10: harmless; 11-20: lethal).

18 The debriefing officer sits in complete silence while paging through several thick files, flanked by BLUE Vulture troopers armed with cone rifles. PCs who speak are met with scowls. The debriefing ends without a word.

19 The debriefing room is locked when the PCs arrive, and no debriefing officer ever arrives no matter how long they wait.

20 The debriefing officer is dead on arrival, seated at an empty desk in a plain room, and no one arrives to replace him.

8. THE OUTCOME

Roll 1d20 for each Troubleshooter convicted of treason at the debriefing:

1-2 The fine or punishment is waived by some CHARACTER—ULTRAVIOLET; no reason is given. The PC now owes a favor....

3-4 Pursuant to a new CPU directive encouraging loyalty, the fine or punishment is doubled and then some.

5-6 Docbots implant in the PC's small intestine a splendid new intravenous drug dispenser from R&D, with a range of anti-social behavior suppressant drugs intended to restrict future treasonous behavior.

7-8 After paying the usual fines and penalties, the PC receives a pleasant little NeoBot companion; learning to play nicely with his NeoBot will be lots of fun and will help the citizen be more useful in the future.

9-10 Everywhere the PC goes, The Computer will judiciously deprive him of its usual blessings: lights fail, water will not run, vidshows won't play, etc.

11-12 Mandatory toiletry rations reduced until the PC learns to do better.

13-14 PC is tonight's guest on (1-3: *Bake That Traitor!*; 4-6: *Catch That Commie!*; 7-9: *Date With Death*; 10-12: *Citizen Death Match*; 13-15: *Meltdown for Millions!*; 16-18: *Ready, Set, Fry!*; 19-20: *Extreme Makeover*).

15-16 PC's secret society raids termination center just as PC was about to step in the booth; they remove PC to remote sector, change his appearance and identifying personal characteristics, fake identity papers and set him up under a new name; player writes new name on character sheet, play continues normally.

17-18 As 15-16, but secret society spirits the PC out of Alpha Complex to a (1-2: rewarding; 3-20: very short) new life Outdoors; start new character.

19-20 The PC's assorted atoms will be used to power the sector he failed to assist in life.

Roll 1d20 for each surviving Troubleshooter who received a commendation(s) or was otherwise rewarded at the debriefing:

1-2 CHARACTER—ULTRAVIOLET recruits PC into his Program Group and promises him great rewards; reward the player with additional munchies and candy. Troubleshooter's original secret society expects him to work undercover in the Program Group, furthering their interests.

3-4 Pursuant to a new CPU directive encouraging loyalty, the standard rewards are doubled.

5-6 The Computer politely asks the PC to lecture Junior Citizens in the creches about how he got to be the citizen he is today. Have the player extemporize a speech at least one minute long.

7-8 The Computer promises to spend even more time looking after the PC, even if at the expense of others.

9-10 The Computer rewards the PC with a Combat Exemption form. If completely filled out in advance and approved by the mission team leader, it exempts the bearer from a single firefight of his choice. 'I got a note from The Computer, says I don't have to.'

11-12 The Computer rewards the PC with an OBJECT—VALUABLE too large, unwieldy or just heavy for the PC plus others to carry away. Unauthorized disposal of property is treasonous.

13-14 The PC is rewarded with a free clone backup, but it turns out substandard (figure genetic drift as if it were clone backup number 18).

15-16 As 13-14, but it is unfortunately a completely different body: 1-10: a Hero of Our Complex; 11-20: a notorious and reviled traitor.

17-18 On the PC's next mission, The Computer assigns a special vidcrew to follow him around for a documentary on how good citizens should act.

19-20 The player may pick one other player whose character was convicted of treason. That player's PC is volunteered for terminal reactor shielding.

If an entry calls for a LOCATION Generic Noun, choose a location from these lists based on the logic of the mission so far. If there is no logic (don't worry, it's *PARANOIA*), use repeated rolls of 1d20 to determine the location and its characteristics. **Clearance:** Roll 1d20 on the CLEARANCE table to see the area's clearance and Tension. **Safety:** If you don't already know the area's threat level, roll 1d20 on the SAFETY table. **Public or secret?:** First roll 1d20. Use the result (1-12: PUBLIC; 13-20: SECRET) to pick one of the two sets of tables below. Then roll 1d20 again on that table's appropriate safety section to determine the location.

SAFETY

1-10	SAFE
11-16	DANGEROUS
17-20	UNUSUAL

Note how some locations appear on *both* the SAFE and DANGEROUS lists. Isn't that inspirational?

CLEARANCE

Roll 1d20; the number rolled **is the scene's Tension level**, and also determines the area's clearance:

1-3	INFRARED
4-6	RED
7-8	ORANGE
9-10	YELLOW
11-12	GREEN
13-14	BLUE
15-16	INDIGO
17-18	VIOLET
19-20	ULTRAVIOLET

1-12: PUBLIC LOCATION

PUBLIC LOCATION—SAFE

1-2	Food production area (IR-Y: Food Vats, G-U: hydroponic gardens)
3-4	Living quarters (IR: barracks; R-Y: dormitory; G-B: apartment; I-U: mansion)
5-6	Dining area (IR: mess hall; R-Y: cafeteria; G-B: dining room; I-U: dining hall)
7-8	Computer interface (IR: public terminals area; R-Y: Computer café; G-B: private terminal, I-U: communications nexus)
9	Corridor
10	SERVICE GROUP waiting room
11	Grooming and hygiene station
12	SERVICE GROUP storage facility or warehouse
13	Vidshow entertainment lounge
14	Garage / Vehicle dispatch
15	Postal sorting room
16	Junior Citizen creche
17	Transtube station
18	Recreational resort (if below Clearance GREEN, roll again)
19	Forms processing center
20	Bathroom (change Tension level to 20)

PUBLIC LOCATION—DANGEROUS

1-2	Armed Forces (1-8: dormitory; 9-15: armory; 16-20: firing range)
3-4	IntSec (1-6: admin offices; 7-10: holding cells; 11-15: interrogation room; 16-18: janitorial stores; 19-20: surveillance station)
5-6	Hospital (1-7: ER; 8-10: drug vending area; 11-13: medicinal supplies; 14-16: intensive care; 17-18: recovery room; 19-20: morgue)
7-8	Reactor (1-7: outer core; 8-12: control room; 13-17: coolant stack; 18-20: shielding)
9-10	Vulture Squadron (1-5: barracks; 6-10: hangar; 11-15: indoor flybot testing facility; 16-20: battle readiness exercise field)
11-12	Troubleshooter HQ (1-5: outer lobby; 6-10: firing range; 11-15: briefing rooms; 16-20: dispatch)
13	Factory floor
14	R&D research laboratory (1-10: gadgets; 11-20: biochemical)
15	Food preparation area (1-15: Food Vats; 16-19: kitchen; 20: hydroponics garden)
16	Technical Services cloning facility (well guarded)
17	Booth (1-10: confession; 11-20: information)
18-20	Abandoned sector (roll again on PUBLIC LOCATION—SAFE, but now it's a decaying and pestilential wreck)

PUBLIC LOCATION—UNUSUAL

1-2	Soylent recycling room (near morgue)
3-4	Duct (1-10: enviro conditioning; 11-20: maintenance)
5-6	Bright Vision Re-education Center
7-8	Bot manufacture center
9-10	Shaft (1-10: transtube; 11-14: waste channel; 15-19: wiring conduit; 20: bottomless)
11-15	Small room (1-7: broom cupboard; 8-14: elevator; 15-18: packing crate; 19-20: communications booth)
16-20	Big room (1-10: FunBall arena; 11-17: hangar; 18-20: chimney)

To determine crowd levels in a public location, roll 1d20: 1-10: crowded; 11-19: empty; 20: abandoned.

13-20: SECRET LOCATION

SECRET LOCATION—SAFE

1-2	Alpha Complex dome (1-12: inside; 13-20: outside)
3-4	IR market
5-6	IR marketeer living quarters
7-8	CompNode (1-12: SubNode; 13-18: False / Lesser Node; 19-20: Primary Node)
9-10	MemoMax archive vault
11-12	Museum of Famous Forms
13-14	Junior Citizen fort (no Commies allowed!)
15-16	Sewer tunnel
17-18	Proper Bedding Maintenance Hall of Fame
19-20	ULTRAVIOLET mausoleum

SECRET LOCATION—DANGEROUS

1-8	SECRET SOCIETY meeting room (1-8: empty; 9-12: only guards; 13-18: meeting in progress; 19-20: meeting members recognize a PC as one of their own, welcome him)
9	Secure dome access gate
10	Reactor waste landfill
11	Portal to the Outdoors guarded by 1d20 guardbots
12	Armed Forces dome defense turret (defense position on the outer dome)
13	Missile silo (1-10: active; 11-20: decommissioned)
14	SECRET SOCIETY's paint-mixing facility
15	Technical Services clone backup ordering office
16	Warbot armature fitting lab
17	Cone rifle fuse packing facility
18	Map room for several sectors
19	Unrecoverable bot brain junkyard
20	Underplex (1-10: derelict rooms; 11-15: abandoned shafts; 16-20: refugee traitors making a hardscrabble living in the sewers)

SECRET LOCATION—UNUSUAL

1-2	Small room (1-7: broom cupboard; 8-14: elevator; 15-18: packing crate; 19-20: communications booth)
3-4	Big room (1-10: illegal sports arena; 11-17: hangar; 18-20: chimney)
5-6	Abandoned and forgotten portal to the Outdoors
7-8	Underground lake
9-10	Natural cavern
11-12	Private slime farm
13-14	Inside CHARACTER's mind
15-16	Acid-etched sinkhole under food production area
17-18	Heat-resistant mitten knitting sweatshop
19-20	ULTRAVIOLET Gallery of Perversities

CHARACTER/TARGET

During their mission the Troubleshooters encounter NPCs who are either TARGETS or just plain ordinary CHARACTERs.

For a TARGET, roll 1d20 on the TARGET table below.

For a non-targeted CHARACTER, make two 1d20 rolls (or just choose appropriate entries) on the CHARACTER tables below to determine the NPC's role and threat level. Then roll on the appropriate CHARACTER clearance subtables on these two pages to find out more about the character.

TARGET

1-5	One of the PCs.
6-10	A mission official who is ultimately disposable (briefing/debriefing officer, guy who gives the PCs their service service, PLC clerk, etc.).
11-12	A CHARACTER vital to the mission's success—an eyewitness, for example, or the citizen they're supposed to be protecting/rescuing/spying on/delivering a package to/bringing in for interrogation. If no such person exists, either invent one or roll again.
13-14	Random CHARACTER.
15-20	SOMEONE.

CHARACTER role

1-5	Information source
6-10	Bureaucratic obstacle
11-12	Physical threat
13-14	Sadistic hindrance
15-20	Indifferent bystander

CHARACTER threat level

1-8	SAFE
9-17	DANGEROUS
18-20	UNUSUAL

CHARACTER—SAFE

1-5	Drugged (sandallathon, visomorpain)
6-10	Gullible (worryingly lacking in paranoia)
11-12	Stumbling, awkward, prone to breakage
13-14	Meticulous, obsessive-compulsive
15-20	Amicable, self-interested, ordinary

CHARACTER—DANGEROUS

1-5	Paranoid with WEAPON and ARMOR
6-10	Drugged (thymoglandin, hydropsionic acid)
11-12	Buzzing, high on Wakey-Wakey
13-14	Wild-eyed, incoherent, even frenzied
15-20	Psychotic, kill-crush-smash-destroy

CHARACTER—UNUSUAL

1-5	Quietly delusional
6-10	Believes himself possessed by demons
11-12	Panicky, hyperactive, lacks focus
13-14	Drugged (rolactin, dynomorphin, xanitrick)
15-20	Dreamy, dazed, probably a Mystic

CHARACTER—CLEARANCE

Either roll 1d20 or use the current scene's Tension level to find the line on this table representing the NPC's security clearance. '+' or '–' indicates the number of ranks of difference between the clearances of the NPC and the Troubleshooter team leader.

1	INFRARED
2-3	PC team leader's clearance –2
4-5	PC team leader's clearance –1
6-8	PC team leader's clearance
9-13	PC team leader's clearance +1
14-16	PC team leader's clearance +2
17	PC team leader's clearance +3
18	BLUE
19	INDIGO
20	VIOLET or ULTRAVIOLET

Adjust the result according to the needs and logic of the scene. For example, you won't find High Programmers hanging around RED mess halls.

Next, roll on the appropriate clearance table for the NPC's occupation.

CHARACTER—INFRARED

1	Algae pizza delivery person
2	Autobot collision safety tester
3	Barracks bedding delouser
4	Biohazard detection helper
5	Dihydromonoxide treatment attendant
6	Drug therapy results assistant
7	Dud ammo determination tester
8	Food vat slime scraper
9	Impact armor tester
10	Mess hall grease trap cleaner
11	Reactor fuel rod replenisher
12	Reactor shielding standby volunteer
13	Retirement gulag laundry worker
14	Scrubot hydrochloric acid tank refiller
15	Scrubot lint screen cleaner
16	Sector monitor screen polisher
17	Sector roadway maintenance worker
18	Vendobot Hot Fun supplier
19	Vulture weapon practice assistant
20	Roll again. If 20 again, CHARACTER—ULTRAVIOLET in disguise! (Why? Who knows why?)

CHARACTER—RED

1	Armed Forces private
2	Autobot recharger
3	BLUE IntSec trooper (undercover)
4	CPU forms courier
5	Chemical engineering safety tech
6	Food Vat worker
7	Group Singalong Choir leader
8	HPD&MC low-rent bureaucrat
9	HPD&MC Sector Survey assistant
10	Industrial plant office worker
11	IntSec riot control stooge
12	Manager of INFRARED mess hall
13	Mutagen collection specialist
14	PLC order processing worker
15	Power Services wire spooler
16	R&D weapons beta tester
17	Sector hallway cleanliness inspector
18	Tech Services vendobot repairperson
19	Troubleshooter on medication
20	Weapons cleaner

CHARACTER—ORANGE

1	Armed Forces corporal
2	CPU Computer monitor monitor
3	Computer Sevenday Praise admin.
4	Data researcher
5	Electronic equipmt. repair specialist
6	Food Vat manager
7	HPD&MC Asst. Undersecretary
8	HPD&MC vidshow animator
9	IntSec Second Line Riot Control
10	IntSec interrogation assistant
11	Nightcycle vidshow cameraperson
12	ORANGE Handler (bot specialist)
13	PLC package retrieval forkbot op
14	Pharmatherapy dispensing tech
15	Power Svs Battery Backup Replacer
16	R&D scientific assistant
17	Sector sign correction manager
18	Tech Services service technician
19	Troubleshooter veteran (disabled)
20	Vehicle maintenance greaser

CHARACTER—YELLOW

1. Armed Forces master sergeant
2. Bot reprogramming technician
3. CPU office manager
4. Clone tank monitor
5. HPD&MC afternoon vidshow host
6. Historical record corrector
7. Internal Security sector patroller
8. Mutant Registration Office supervisor
9. PLC 'Yellowpants' mgmt consultant
10. Power Services disruption repair
11. R&D weapon calibrator
12. Sector chemical hazard assayer
13. Security systems installer
14. Service firm staff supervisor
15. Service group ossified bureaucrat
16. Star FunBall player
17. Tech Services office liaison
18. Transtube director
19. Troubleshooter dispatcher (amputee)
20. Vulture Squadron flybot refueler

CHARACTER—GREEN

1. Armed Forces lieutenant
2. CPU forms designer
3. Field medic
4. HPD&MC junior executive
5. IR market coordinator
6. IntSec Confession Extraction Tech
7. Internal Security GREEN goon
8. Jumpsuit Cleanliness Officer
9. Mission alert announcement officer
10. Onsite vidshow news reporter
11. PLC B3 machine delivery agent
12. Power Services Repair Team leader
13. R&D field tester
14. Reactor refueling supervisor
15. Small arms trainer
16. Tech Services bot recovery specialist
17. Troubleshooter Motivation Consultant
18. VIOLET Supervisor's personal chef
19. Vulture Squadron flybot repair tech
20. Vulture Warrior recruitment officer

CHARACTER—BLUE

1. Armed Forces captain
2. CPU senior records filer
3. Drug therapy allocator
4. HPD&MC Sector Expansion Survey
5. INFRARED menu compiler
6. Insubordination fine collector
7. Internal Security lieutenant
8. ME Card assignment technician
9. PLC subsector supervisor
10. Power Services dispatch supervisor
11. R&D MemoMax researcher
12. Sector vidshow network regulator
13. Senior polling consultant
14. Senior slime researcher
15. Singalong Superior Administrator
16. Tech services food chemist
17. Tech Services vehicle designer
18. Vehicle therapist expert (consulted by vidshows)
19. Vidshow senior producer
20. Vulture Squadron flybot pilot

CHARACTER—INDIGO

1. Aide to VIOLET Supervisor
2. Armed Forces major
3. Bouncy Bubble Beverage Brand Manager
4. C-Bay auction site chief executive
5. CPU Risk Assessment Partner
6. CPU Senior Executive Manager
7. Citizen Recycling Devices CTO
8. Credit Licence Checking CFO
9. Happiness Together Group Leader
10. HPD&MC studio head
11. Hygiene Policy Overseer
12. IntSec Thought Control Supervisor
13. Junior Programming Aide
14. PLC Cold Fun Production Chief
15. Power Services Group Sector Chief
16. R&D Medication Senior Strategist
17. R&D Senior Researcher
18. Retirement gulag overseer
19. Tech Services Senior Director
20. Trend Identification senior consultant

CHARACTER—VIOLET

1. Armed Forces cartographer
2. Armed Forces general
3. CPU Director
4. High Programmer's exec. assistant
5. HPD&MC Director
6. HPD&MC Lead Semanticist
7. Internal Security Director
8. IntSec Secret Society Fact Archivist
9. Master Programmer Associate
10. Old Reckoning museum curator
11. PLC Director
12. Power Services Director
13. Power Services Routing Advisor
14. Printing Office Administrator
15. R&D Chief Technology Officer
16. Strategic Principles Officer, Armed Forces Security Strategies
17. Tech Services Bot Allocation Advisor
18. Tech Services Director
19. Tech Services Vehicular Advisor
20. Vidshow legend

CHARACTER—ULTRAVIOLET

1. On a stretcher carried by two INDIGO citizens; sipping an ice-cold mint julep; looks fine.
2. Has white hair and an intravenous drip; looks old and haggard, yet is an insane melee combat monster.
3. Programming something extremely important.
4. Programming something extremely treasonous.
5. Playing a card game that includes pictures of the PCs on the cards.
6. Speaking to Vulture Warriors.
7. Looking for a fight.
8. Orders the PCs to protect his retreat while fleeing from something.
9. The current head of a service group.
10. The current supervisor of this sector.
11. Current youngest UV citizen in the Complex (probably late teens).
12. Obviously displaying a mutant power.
13. Has the blood of many citizens on his person.
14. Blames PCs for his treasonous acts.
15. Testing *reliable* R&D equipment.
16. Heading to a briefing room.
17. Displaying antisocial behavior.
18. With his assistant out for a stroll.
19. Without a care in the Complex.
20. The body of a dead High Programmer; loud alarm klaxons.

OBJECT

Make a 1d20 roll on the table below (or just choose an appropriate entry) to determine an object's category. Then roll on the appropriate OBJECT subtables on these two pages to find out more about the object.

■ Object categories

1	SAFE
2-4	DANGEROUS
5-6	UNUSUAL
7	VALUELESS
8-10	VALUABLE
11-12	WEAPON
13-14	ARMOR
15	EQUIPMENT
16-17	VEHICLE
18-20	BOT or bot brain

Possibly you may express regret at a die roll result ('Darn, I was hoping it would be a weapon'). In such cases, Gamemaster, remember: **You are always right.** If the die result offends you, change it!

OBJECT—SAFE

SAFE means the object can be transported and used safely. (Granted, inventive players can devise ways to kill themselves with a toothbrush, but its default condition is harmlessness.)

1	5-meter ladder (not collapsible)
2	12 sheets of black rubber
3	447 'The Computer Is Your Friend' metal placards (gross weight 122 kg)
4	Anaesthesia intubation fiberscope
5	Bathroom hand dryer
6	Bucket and mop
7	Colonoscopy video tubes
8	Copper pipe tube branching
9	Crate of 144 room deodorizers
10	Grating for overhead fluorescent lighting
11	Grease exhaust hood
12	Hose reel
13	Industrial washer and dryer
14	Mess hall bench
15	Metric ton of bolts and braces for INFRARED barracks cots
16	Office reception counter
17	Pallet of packaged mucus specimen traps
18	Refrigerator
19	Restroom floor mats
20	Steel cubicle (broken down)

OBJECT—DANGEROUS

1	Botulin toxin
2	B3 laced with MemWipe
3	Communist PDC, activates at random to shout recorded Communist propaganda
4	Dangerous creature from Outdoors, on leash
5	IntSec homing beacon (disguised as OBJECT—SAFE)
6	*Memories of an Unregistered Mutant Life* by Frank-B-HJN-6
7	Miniature BOT, prone to kamikaze attacks
8	Mutagen-contaminated syringes
9	Old Reckoning artifact sought by three SECRET SOCIETIES
10	Open beaker of bubbly green goo labeled BIOHAZARD—DO NOT OPEN!
11	Plutonium
12	Sapient, mobile R&D bomb that gloms onto PC's arm
13	Stoppered vial of poison gas
14	Super-lubricant, seeps through any container
15	Sweaty dynamite
16	Telepathic Subconscious Message Emitter, currently stuck on (1-10; violent, 11-20: suicidal)
17	Vat of liquid nitrogen, freezes solid anything living upon contact
18	Vermin poison
19	Vial of acid
20	Weaponized anthrax or bioweapon

OBJECT—UNUSUAL

1	All-surface black marker pen
2	Beach umbrella
3	Bottle of foaming hand soap
4	Box of plastic building blocks
5	Bungee cord
6	Cheese grater
7	Globe
8	Hand buzzer
9	High-frequency whistle
10	Laser pointer
11	Magnet
12	Musical instrument
13	Old Reckoning encyclopedia volume
14	Pencil sharpener
15	Rolodex w/Old Reckoning names
16	Stapler (Clearance RED)
17	3.3-meter pole
18	Tin of weatherproofing wax
19	Treasonous yet seductive Old Reckoning recorded music
20	Weird new R&D toy for Junior Citizen creches—twisty cube-thingy puzzle

OBJECT—VALUELESS

VALUELESS is shorthand to describe common, ordinary objects widely available at many clearances for a few credits.

1	Black ink pen
2	(1-10: Can; 11-20: Case) of soda
3	Chapstick caps (144)
4	Drinking mug
5	Electric fan
6	Empty laser barrel
7	Flashlight
8	Happy-Air air freshener
9	Hot Fun pack
10	'I [heart] FC' shirt
11	'Kiss the Vat Tech' apron
12	Loyalty anthem recording
13	PDC covers (50 different styles)
14	Plasticord (synthetic rope), 100m
15	Pogo stick
16	Polystyrene drink cups (100)
17	SuperGum and/or SuperGum solvent
18	Tools (hammer, hand drill, etc.)
19	Toothbrush
20	Vacuum cleaner

For other valueless objects, look at the Equipment charts in the rulebook.

OBJECT—VALUABLE

1	Aerosol paint stripper
2	Certificate for free clone backup
3	Collectible six-pack of 'B2' - Bubble Beverage
4	Combination for a security lock
5	Deluxe PDC with enhanced infrared-light camera, shoots accurately in total darkness
6	File of SECRET SOCIETY members led by CHARACTER—VIOLET
7	Flybot authorization dongle
8	Front-row tickets to Championship FunBall game
9	Geiger counter
10	High-clearance ME Card
11	High-clearance laser barrel
12	Large-denomination plasticred
13	Old R&D file: *Mutant Power Origins*
14	Old Reckoning atlas, dated 2097
15	Packet of freeze-dried fruit
16	Paint (1-10: spraycan; 11-20: bucket)
17	Picture of high-clearance citizen in compromising position
18	Radiation-sensitive badge
19	Signed photo of Tella-O-MLY-1
20	Treason file on CHARACTER—INDIGO

WEAPON

1	Truncheon (S5K impact), knife (S5K), brass knuckles (S5W), or any other low-tech melee weapon
2-4	Laser pistol (W3K energy); barrel color is user's clearance, or roll on LOCATION CLEARANCE table.
5	Stun gun (stuns for one round)
6	Hand flamer (S3K energy)
7	Force sword (S3K energy)
8	Ice gun (S3K impact)
9	Slugthrower (1-4: solid slug; 5-8: solid AP; 9-12: dum-dum; 13-16: HE or HEAT; 17-18: napalm; 19-20 gas)
10	Semi-automatic slugthrower (ammo as in entry 9)
11	Energy pistol (W3K energy)
12	Sonic pistol (S3W energy)
13	Needle gun (S3W impact)
14	Gauss gun (W3K energy)
15	Sonic rifle (S3W energy)
16	Blaster (M3K energy)
17	Cone rifle (ammo as in entry 9)
18	Flamethrower (S3K energy)
19	Plasma generator (V1V energy)
20	Roll again, only this time the weapon is more lethal than the standard model. *Much* more lethal. (Weapon hits for one damage step above its maximum)

ARMOR

1	None
2-5	Reflec (E1; roll on LOCATION CLEARANCE table if necessary)
6-8	Kevlar (I3)
9-10	Specialized armor suited to circumstances—environment suit, Faraday suit, asbestos clothing. If no specialty is useful, substitute kevlar.
11-12	ArmorAll (4)
13	Combat suit (5)
14	Battle armor (6)
15	Power vest * (charged with high voltage; does S4K energy damage to attackers using bare hands, metal hand weapons or force swords)
16	Camouflage suit* (works like Chameleon mutant power; one shot can render it completely useless)
17	Electromagnetic clothing* (makes wearer a living magnet; can stick to metal walls; watch out for knives!)
18	Jet suit* (aerodynamic suit with jetpack)
19	Prismatic armor* (E4; mirrored suit reflects energy attacks; wearer is most visible target around)
20	Roll again, only this time the armor is more protective than the standard model. *Much* more protective. Prevents injuries almost entirely. It's also much more cumbersome.

* = experimental R&D equipment

EQUIPMENT

Roll 1d20 to determine the general nature of the equipment:

1-4	Behavior modifier (hypnosis devices, pheromone emitters, subsonic/supersonic irritants)
5-8	Communications, unusual type (telepathy gun, telephone that attaches miles-long wire to body of recipient, holographic mime projector, tight-beam loudspeaker)
9-12	Mobility enabler (skates, boots, motorized shopping cart, vehicle, jet pack, propeller helmet, frictionless shoe soles)
13-16	Sensor (detects something hitherto undetectable or inconvenient to detect)
17-20	Economic (credit license analyzer, plasticred duplicator, IR market activity scanner)

Roll 1d20 again to determine what's wrong with the equipment:

1-2	Only affects imaginary targets
3-4	Occasionally explodes
5-6	Gradually poisons/irradiates user
7-8	Turns on/off inappropriately
9-10	Parasitically bonds with user
11-12	Enrages citizens against user
13-14	Excessive use constitutes treason
15-16	Intelligent; neurotic or frightened
17-18	Picks up targets it's not supposed to, who don't like being picked up
19-20	Gradually mutates user

VEHICLE

1	Trend-Stepper
2	Transition
3	Hack
4-7	Autocar
8-9	Truckbot, forklift or other freight
10	Crawler
11-12	Transbot
13-14	Transtube
15-16	Cyclebot (two-wheel motorized transport popular with Death Leopards)
17	Hover (small personal hovercraft)
18	Copter
19	Vulturecraft (heavily armed, extremely snobbish aircraft)
20	Roll again, only this time the vehicle is faster than the standard module. *Much* faster.

BOT

A BOT entry may be a bot brain instead, if it makes more sense in the situation at hand.

1	A small metallic can that bleeps constantly. The Computer claims it's extremely important.
2-4	Scrubot
5	Pharmabot (hovering sphere that injects drugs and dispenses pills)
6-8	Jackobot
9	Snooper (small hovering sphere that tracks a target's scent)
10	Robutler (you rang, sah?)
11	Docbot Model 1
12	Docbot Model 5
13	Petbot
14	Teachbot
15	Psychbot Sanity Restoration Unit (see rulebook, page 204)
16	Explodatron (small, nervous bot that exists to explode in hopeless situations, taking enemies and PCs with it)
17	Guardbots (roll 1d20 for number)
18	Combots (roll 1d20 for number)
19	Warbot
20	Roll again, only this time, the bot is bigger than the standard model. *Much* bigger.

EQUIPMENT—CIRCUMSTANCES

None of the blender boxes call for this table, but sometimes you want to know the situation in which the PCs find a particular piece of equipment. Roll 1d20:

1-2	In a dusty, mislabeled crate in a SERVICE GROUP warehouse
3-4	In a (1-10, parked; 11-20, abandoned) transport
5-6	Behind a (1-7, floor; 8-14, ceiling; 15-20, wall) panel
7-8	In a small cache of SECRET SOCIETY goods
9-10	On or near the body of a dead CHARACTER
11	In a service firm form recycling bin
12	In an R&D lab
13	Under an empty bunk in an INFRARED barracks
14	Hidden in a malfunctioning enviro-duct
15	In a courier-delivered parcel
16	In a laundry cart
17	In the bottom drawer of a desk
18	In an open safe
19	In the back of a freezer
20	Dropped on a PCs head

CHARACTER—CIRCUMSTANCES

None of the blender boxes call for this table, but sometimes you want to know what a particular NPC is doing when the PCs find him. Roll 1d20:

1-6	Plotting against the PCs (if appropriate) or else (1-5: The Computer; 6-10: Internal Security; 11-15: rival service firm; 16-20: rival secret society)
7	Just doing his job
8	Just trying hard *not* to do his job
9	En route to club meeting
10	Watching old vidshow repeats
11	Playing multiplayer Solidarity Solitaire
12	Caught doing something that (despite obvious appearances) is *in no way* treasonous, no sir!
13	Taking medication
14	Taking waaay too much medication (make character's condition DANGEROUS)
15	Watching a vidshow
16	Taking an HPD&MC Trend Identifier survey
17	Assaulting an HPD&MC Trend Identifier
18	Dining on food befitting his clearance
19	Reporting treason to Internal Security
20	Evading Internal Security

SECRET SOCIETY

If you need to know an NPC's secret society, roll 1d20 on this table:

1	Anti-Mutant
2	Communists
3	Computer Phreaks
4	Corpore Metal
5	Death Leopard
6	FCCC-P
7	Frankenstein Destroyers
8	Free Enterprise
9	Humanists
10	Illuminati (roll again for cover group)
11	Mystics
12	Pro Tech
13	Psion
14	PURGE
15	Romantics
16	Sierra Club
17	Internal Security plant (roll again for cover society)
18	Program Group lackey for CHARACTER—ULTRAVIOLET
19	Spy for another Alpha Complex
20	Recently-shanghaied innocent bystander, in waaay over his head

If the NPC's society degree is important, roll 1d20 or choose a likely rank.

MUTANT POWER

If you need to know an NPC's mutant power, roll 1d20 on this table:

1	Adhesive Skin (S)
2	Chameleon (Z)
3	Charm (C/S/Z)
4	Corrosion (C)
5	Death Simulation (S)
6	Electroshock (C/S/Z)
7	Energy Field (C/S/Z)
8	Hypersenses (C/S)
9	Machine Empathy (C/S/Z)
10	Matter Eater (C/S/Z)
11	Mental Blast (C/S/Z)
12	Puppeteer (C/Z)
13	Pyrokinesis (C/S/Z)
14	Regeneration (C/S/Z)
15	Rubbery Bones (S)
16	Slippery Skin (C)
17	Telekinesis (C/Z)
18	Teleportation (C/Z)
19	Toxic Metabolism (S)
20	Ventriloquist (S)

You may need to adjust the outcome based on your chosen play style. The letter abbreviations after each power name show the play style(s) that power is suited for: **(C)lassic, (S)traight, (Z)ap.**

MALFUNCTION

It's time for your players' equipment to malfunction. Maybe they've actually discovered a use for the item that is helping them out. Maybe one player has too many clones left compared to the other players. Maybe he insulted your dog. For whatever reason, it's time for things to go wrong. Roll 1d20:

1	Fizzle! A thin trail of smoke rises. Nothing else happens, ever.
2	A vital piece, like the trigger, handle or steering wheel, falls off in the user's hand.
3	The entire object collapses into dozens or hundreds of component parts. Especially good for vehicles in motion.
4	Feedback in the hyperwhatsis drive circuits produces earsplitting screech, like nails on a blackboard through a loudspeaker. Citizens three kilometers away wince; anyone nearby is affected as if by an area Mental Blast.
5	Works, sort of. The idea is right, but the results are unexpected. Jet boots might burn a hole in the floor; a metal detector might go off constantly, inasmuch as metal is everywhere in Alpha Complex.
6	Works right, but in an extremely low-key fashion. The rocket jet skates toodle along at about 1.5 KPH; the Antimatter Death Ray inflicts a light sunburn.
7	The object hums and vibrates impressively for a round. Or two. It builds in pitch; lights blink, everybody stops to stare, and then .... roll again.
8	Needs adjustment. Fires slightly to the right of target, or has touchy brakes. Restrict the user's Perversity spending until it's successfully fiddled with. (Note: if the user takes a narrow specialty in the use of this particular item, that modifier is cancelled for that character.)
9	Lubricant or other goo squirts all over the place.
10	One little red light starts flashing for no apparent reason. Next round, roll again.
11	Something sparks and starts smoking. The smell of melting plastics fills the air. Item is ruined.
12	Works great. Keeps right on working. In fact, it won't stop.
13	Works fine, but starts to leak radiation. Over time, this could be a Bad Thing.
14	Works great. Once. Ever.
15	A little gear or something falls off and bounces away, *ping-ping-ping...* It'll be *real* hard to find, and where did it come from anyway? Item works right this time, but backfires next time.
16	Starts to overheat. A lot. Melts into slag within a minute or so. Smells awful.
17	Works *great!* In fact, about ten times as well as it should.
18	The voice of an onboard bot, which nobody has ever heard before (and may never hear again), calmly says 'your door is ajar' or 'please do not push that button again' or sings a creche song suited for Junior Citizens. Roll again.
19	Item was sabotaged by SECRET SOCIETY. A hidden speaker starts shouting propaganda at HIGH VOLUME. Item is otherwise useless.
20	Roll twice more on this table and combine the results.

Mission Report Form 1A/887-2

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Section 1: Briefing

Name _____ - ___ - _____ - ____

Special Assignment (check appropriate box):
- ☐ Team Leader
- ☐ Loyalty Officer
- ☐ Hygiene Officer
- ☐ Equipment Officer
- ☐ Bot Maintenance Officer
- ☐ Communications and Recording Officer
- ☐ Happiness Officer
- ☐ Other _____

For Official Use Only
Loyalty Rating:

Describe, in your own words, your mission assignment.

Why were you or weren't you chosen to be Team Leader? _____

Have you had any Bouncy Bubble Beverage in the last three days? If yes, check the following boxes as appropriate.

☐ Yes	☐ No	The Computer is my own private, intimate, personal friend.
☐ Yes	☐ No	The Commie Mutant Traitor threat is worse now than ever before.
☐ Yes	☐ No	The corridor lights are dimmer than usual.
☐ Yes	☐ No	Alpha Complex is shrinking.
☐ Yes	☐ No	I have fuzz on my tongue.

For Official Use Only
Briefing Officer's Name _____ - ____ - _____ - ____
Mission Assignment No. _____
Acceptable Casualty Level _____

Actual Mission Description:

Section 2: Debriefing

In what way was the actual mission different from the assigned mission? _____
_____

Did you succeed in completing your mission? Why? _____
If you had been Team Leader, what would you have done differently? _____
Which team member was the least help? _____
What part of the mission was the most fun? _____
What part of the mission was the least fun? _____

☐ Yes	☐ No	If asked by The Computer, would you volunteer for vacuum implosion testing?
☐ Yes	☐ No	Was the mission equipment adequate?
☐ Yes	☐ No	Did you accuse any team member of being a Commie mutant traitor? If no, please explain. _____ _____ _____

For Official Use Only
Debriefing Officer's Name _____ - ____ - _____ - ____
Mission Assignment No. _____

☐ Yes	☐ No	Did the team complete their assignment?
☐ Yes	☐ No	Did the team exceed their Acceptable Casualty Level?
☐ Yes	☐ No	Did the Troubleshooter return all original equipment?
☐ Yes	☐ No	Was the Troubleshooter clean and courteous?

In my opinion, _____ - ___ - _____ - ___ per-
formed his mission _____ and
deserves:
- ☐ promotion
- ☐ another chance
- ☐ extensive brain tissue testing
- ☐ demotion
- ☐ summary execution

Form 1A/887-2 is divided into two sections (Briefing and Debriefing) and consists of three pages: red, green, blue. The first section should be filled out during the pre-mission briefing. Thereafter, tear off the green carbon copy and hand it to the briefing officer. The second section should be filled out during debriefing. After filling out, tear off the blue copy and hand it to the debriefing officer. Keep the red copy as a permanent record of your achievement.

Information/Equipment/Weapon Receipt Form 44AA93/2-[2]<2>{2}/

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Name _____-_____-_____-_____

Please check the box below which best describes the item received.
- ☐ Weapon
- ☐ Communications Equipment
- ☐ Information
- ☐ Credits
- ☐ Armor
- ☐ Spleens
- ☐ Other _____

> Describe the item. Be sure to include the model and serial numbers.

Why do you need this item? _____

Hasn't The Computer provided for all of your needs?   Yes ☐   No ☐
  If yes, why do you need this item. _____
  If no, please list all other ways that you feel The Computer is deficient. _____
_____

In your own words, how will your receiving this item benefit Alpha Complex? _____
_____

Do you promise to return the item undamaged?   Yes ☐   No ☐
If no, why are you intentionally endangering Computer property? _____
_____

HPD & Mind Control Questionnaire Sampler:

☐ Yes	☐ No	Alpha Complex is very different from Outdoors.
☐ Yes	☐ No	The Computer needs my help.
☐ Yes	☐ No	The Computer cares about me, especially.
☐ Yes	☐ No	Outside has no ceiling.
☐ Yes	☐ No	You can never have too much confidence in your fellow citizen.

☐ Yes ☐ No Do you think the Commies are a threat because they are more intelligent than the average citizen?
☐ Yes ☐ No Are you more intelligent than the average citizen?
Why isn't The Computer able to exterminate the Commies? _____
☐ Yes ☐ No Have you seen anyone drinking the New Bouncy Bubble Beverage?
  If yes:
    When? _____
    Where were they? _____
    How much did they drink? _____
    What was the Bouncy Bubble Beverage batch number? _____
    What was its expiration date? _____
☐ Yes ☐ No Would you recognize the citizen if you saw him again?
☐ Yes ☐ No If he was dead?
☐ Yes ☐ No If his face was distorted?
☐ Yes ☐ No Have you tried the New Bouncy Bubble Beverage?
☐ Yes ☐ No If asked, would you?

**For Official Use Only**

Citizen receiving item _____-_____-_____-_____
Item _____
Serial no. _____
Date received _____
Credit value of item _____

My recommended penalty for loss or damage to this equipment is:
- ☐ a pep talk
- ☐ reassignment to R&D Physiology Dept.: Flexibility Enhancement—Joint Removal
- ☐ _____ credit fine
- ☐ _____ hours of community service
- ☐ termination

Citizen, only a traitor would carry unauthorized equipment. To show that you are authorized to carry the equipment in your possession, keep the blue copy of this form on your person at all times. Failure to display this form when requested constitutes treason.
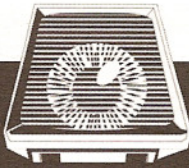
R&D Experimental Equipment Testing Report Form

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

- **Experimental Equipment Identification Number:** _____
- **Experiment Title:** _____
- **Project Reference Code:** _____
- **R&D Project Supervisor:** _____
- **R&D Sector Office:** _____
- **Testing Agent's Name:** _____
- **Next of Kin:** _____
- **Witnesses to Equipment Test:**

Name:	Titles/Offices:
_____	_____
_____	_____
_____	_____

For Official Use Only
Loyalty Rating   R-15/18 Est.

- Description of Experimental Equipment:

- Was the equipment damaged in any way before, during or after the test? If so, how? _____

- Did the experimental equipment perform as described? If not, what problems did you have with the equipment?

☐ Yes   ☐ No

- Were the instructions included with the equipment adequate? If not, what other methods of crowd control can you think of?

☐ Yes   ☐ No

- Was the equipment damaged in any way before, during or after the test? If so, in what way?

☐ Yes   ☐ No

- What do you think of the new taste of Bouncy Bubble Beverage? Are there any other Commissary products that you think need improving? Please put your answers in the box provided below:

- Do you have any complaints with the way that this equipment was designed?

☐ Yes   ☐ No

- If there were flaws or problems in the equipment, who do you think is responsible?

☐ The Computer   ☐ The Testing Agent
☐ The R&D Supervisor   ☐ Communists
☐ Other R&D Personnel ☐ Other _____

- Please describe, in detail, the test of the equipment, listing the nature, situation, environment, controls, and reactions of all tests performed on the equipment while in the testing agent's possession.

- Please list any and all instances in which the equipment was handled by any citizen other than the authorized testing agent listed above.

For Official Use Only

Post-Testing Resultant Personnel Disposition	Promoted	Commended	Transferred	Demoted	Terminated	R-13/27
R&D Supervisor						
Chief Engineer						
Production Supervisor						
Testing Agent						
Hygiene Officer						
Sponsoring High Programmer						

Filing Agent _____
Date of Processing _____
IntSec Approval _____

Form 120-9-4523-23-A/5

Equipment Complaint Form B4379-10(398)/ 7R

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Name _____ - ____ - _____ - **1 2 3 4 5 6** __ (circle clone number)   Date _____

Equipment Name _____ Equipment Serial No. _____

Describe, in your own words, the intended function of the equipment and how it failed to perform that function. _____
_____
_____
_____

What is the value of the equipment in credits? _____

Was the equipment malfunctioning when first received?   Yes ☐   No ☐

If yes, why did you accept the equipment? _____
_____
_____

What caused the equipment failure? (check one box)

☐ Failure to follow equipment direction

☐ Unintentional or repeated abuse of the equipment

☐ Computer error

☐ High velocity impact

☐ Spontaneous combustion

☐ Other. Be specific: _____

Name the person or persons responsible for the equipment's failure,
detailing precisely the actions on their part which resulted in the malfunction.
_____
_____
_____

What punishment would you recommend?

☐ Verbal reprimand

☐ Security clearance demotion

☐ Reassignment to Docbot Test Lab, Surgical Division: Spleen and Liver Banks

☐ Brainscrub and reeducation

☐ Summary execution

☐ _____ credit fine

Draw, as accurately as possible, the equipment in question. Be sure to indicate any design flaws which may have led to the equipment's failure.

Who administered this form? _____ - ____ - _____ - ____

Yes ☐   No ☐   Was the form administered fairly?

Yes ☐   No ☐   Were the office personnel who issued the equipment clean and courteous?

Yes ☐   No ☐   The Commie Mutant Traitor threat is worse now than ever before.

If you answered yes, why is the threat worse now? Who is responsible? Does this mean The Computer is an ineffective leader? Are you suggesting that you could do a better job than The Computer?

If you answered no, why? Do you feel The Computer is exaggerating the Commie menace? Why would you think that?

Name one thing you would like to see changed in Alpha Complex and why. __
_____
_____
_____
_____

Check the box below which best describes your feelings about the following statement. 'I think the new taste of Bouncy Bubble Beverage is...'

☐ a marked improvement over the old B^3.

☐ great!

☐ I was unaware of any change.

☐ super scrumpdillyitious!!!

☐ yucky. Loyal citizens prefer the taste of old Bouncy Bubble Beverage.

For Official Use Only
Complainant's Name _____ - __ - ____ - __
No. previous complaints _____
Evidence of equipment abuse? _____
Internal Security Only
Previous Loyalty Rating _____
New adjusted Loyalty Rating _____

Accusation of Treason/Termination Voucher Request Form

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Name of Accusing Citizen: _____-_____-_____-_____

Name of Accused Citizen: _____-_____-_____-_____

Nature of Accusation: (Please check all appropriate boxes)

- ☐ Destruction or Defacement of Computer Property
- ☐ Theft or Hoarding of Computer Property/Services
- ☐ Injury or Reckless Endangerment of Fellow Citizen(s)
- ☐ Communist Activities
- ☐ Wrongful Accusation of Treason
- ☐ Possession of Treasonous Items
- ☐ Possession or Use of Unregistered Mutant Power
- ☐ Member of Secret Society
- ☐ Breach of Security Clearance
- ☐ Failure to Report Treason
- ☐ Failure to Report Failure to Report Treason
- ☐ Failure to Obey an Order from The Computer
- ☐ Failure to Obey an Order from a Citizen of Higher Security Clearance
- ☐ Failure to Follow Correct Alpha Complex Procedures
- ☐ Failure to Comply with Regulation 135.17/69a-12B
- ☐ Failure to Maintain Proper Hygienic Standards
- ☐ Failure to Report to Detention or Compulsory Morning Exercises
- ☐ Putting Fizz-Wizz in a High Programmer's Shower Head
- ☐ Bribery
- ☐ Conspiracy
- ☐ Counterfeiting
- ☐ Forgery
- ☐ Unsupervised Dueling
- ☐ Extortion
- ☐ Kidnapping or Detention of Citizen Without Computer Permission
- ☐ Obstructing an IntSec Investigation or Troubleshooter Mission
- ☐ Falsifying Information
- ☐ Resisting Hygienic Processing or Medical Treatment
- ☐ Failure to Follow Semantic Protocols
- ☐ Leaving a Sector Without a Sector Transfer or Other Authorization
- ☐ Tampering With a Food Vat
- ☐ Treason by Thought
- ☐ Treason by Word
- ☐ Treason by Deed
- ☐ Other Treasonous Activity (please specify): _____

Please describe, in detail, the act of treason committed.

- ☐ List all involved citizens.
- ☐ List possible motives you think the accused may have had.
- ☐ List all opportunities and situations that allowed the treasonous act to occur.
- ☐ List all citizens you know who were directly associated with the accused during the last 100 days.
- ☐ List the reasons why you think citizens commit treason.
- ☐ List the citizens you associate with who have committed treason.
- ☐ List the times you have thought about committing treason.

Witnesses to Treasonous Act

Name:	Titles/Offices:
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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Loyalty Rating	Q-87/67 Int.
☐	_____
☐	_____
☐	_____
☐	_____
☐	_____
☐	_____

Did you notice if the accused or any of the witnesses tried the new Bouncy Bubble Beverage? Have you tried it yourself? If so, what did you think of it?

For Official Use Only

Post-Testing Resultant Personnel Disposition	Promoted	Commended	Transferred	Demoted	Terminated	I-58/32
Accusing Citizen						
Accused Citizen						
Investigating IntSec Officer						
Sector IntSec Supervisor						
Link-O-PRK-5						
HPD&MC Sector Supervisor						

Form 397-3-0985-85-K/6

Filing Agent _____

Date of Processing _____

IntSec Approval _____

Please fill out the back page of this form. Thank you for your cooperation.

397-3-0985-85-K/6

This document entitles the bearer to terminate

_____

who has been proven to be a traitor to Alpha Complex and The Computer

Traitor's Fingerprints

Left Thumb	Right Thumb

L. Index	R. Index

L. Middle	R. Middle

L. Annulary	R. Annulary

L. Pinky	R. Pinky

Affix Photograph of Traitor Here

TERMINATE

Name of Traitor:

Last Known Location:

Last Assignment:

Height:

Weight:

Distinguishing Features:

Known Associates:

The above-named traitor has been convicted of the following charges:

- ☐ Destruction or Defacement of Computer Property
- ☐ Theft or Hoarding of Computer Property/Services
- ☐ Injury or Reckless Endangerment of Fellow Citizen(s)
- ☐ Communist Activities
- ☐ Wrongful Accusation of Treason
- ☐ Possession of Treasonous Items
- ☐ Possession or Use of Unregistered Mutant Power
- ☐ Member of Secret Society
- ☐ Breach of Security Clearance
- ☐ Failure to Report Treason
- ☐ Failure to Report Failure to Report Treason
- ☐ Failure to Obey an Order from The Computer
- ☐ Failure to Obey an Order from a Citizen of Higher Security Clearance
- ☐ Failure to Follow Correct Alpha Complex Procedures
- ☐ Failure to Comply with Regulation 135.17/69a-12B
- ☐ Failure to Maintain Proper Hygienic Standards
- ☐ Failure to Report to Detention or Compulsory Morning Exercises
- ☐ Putting Fizz-Wizz in a High Programmer's Shower Head
- ☐ Bribery
- ☐ Conspiracy
- ☐ Counterfeiting
- ☐ Forgery
- ☐ Unsupervised Dueling
- ☐ Extortion
- ☐ Kidnapping or Detention of Citizen Without Computer Permission
- ☐ Obstructing an IntSec Investigation or Troubleshooter Mission
- ☐ Falsifying Information
- ☐ Resisting Hygienic Processing or Medical Treatment
- ☐ Failure to Follow Semantic Protocols
- ☐ Leaving a Sector Without a Sector Transfer or Other Authorization
- ☐ Tampering With a Food Vat
- ☐ Treason by Thought
- ☐ Treason by Word
- ☐ Treason by Deed
- ☐ Other Treasonous Activity (please specify): _____

Affix Photorepro of Traitor's Tongueprint Here

Traitor's Voiceprint

DNA Pattern

Traitor's Retinal Patterns

Left	Right

Name of Terminating Agent: _____

Date of Termination: _____

Time of Termination: _____

Location of Termination: _____

Backup Location of Termination (in case of power outage): _____

PARANOIA mutant powers

New *PARANOIA* player, you are fortunate to have a compassionate and considerate Gamemaster! This fine person now provides you this handy reference sheet summarizing what a typical Clearance RED citizen of Alpha Complex knows about **mutations**. Mutants are dangerous and untrustworthy, so it pays to be aware of their weird, unnatural powers.

Ask your kind GM what play style this *PARANOIA* mission will use. The chosen play style determines the mutant powers available to characters, as well as how freely you can talk about the information on this sheet. In a **Classic** or **Straight** game, you can talk about it without automatically being accused of treason or insubordination; however, none of this is considered suitable for polite conversation. In a **Zap** game, revealing knowledge of any of this is grounds for immediate termination.

■ Absorption
Absorb energy attacks like a sponge sucks up water. **Play style:** Zap.

■ Adhesive Skin
Stick to walls and ceilings; grapple unbreakably. **Play style:** Straight.

■ Adrenalin Control
Be super-strong and agile for a minute, then nurse a hernia. **Play style:** Straight.

■ Bureaucratic Intuition
Figure out with unnatural speed how paperwork and bureaucratic processes work. **Play style:** Straight.

■ Chameleon
Blend into cluttered and poorly lit backgrounds so no one can see you. **Play style:** Zap.

■ Charm
Exude pheromones that make everyone around you be as trusting as a friendly drunk. But when your charm wears off, they realize they've been hosed. **Play style:** All.

■ Corrosion
Your sweat makes metal rust. A *lot* of metal, if you want. **Play style:** Classic.

■ Death Simulation
Play convincingly dead for hours or days, then revive unharmed. After reviving, you need a few days to recover before you can play dead again safely. **Play style:** Straight.

■ Deep Thought
You're a superhumanly brilliant, lightning-calculator brainiac. When you think hard, like mutant-ly hard, your eyes glow. **Play style:** Straight.

■ Desolidity
Turn immaterial and walk through walls; projectiles pass through you harmlessly. But there's always one substance you can't seem to pass through. Worse, it's a different substance each time. **Play style:** Zap.

■ Detect Mutant Power
Stand still and concentrate, and you can vaguely sense the presence of nearby mutants and identify their powers. **Play style:** Classic.

■ Electroshock
Deliver a damaging electric shock to a person, or short out a bot or unshielded electronics (but The Computer is shielded, so don't even try, bub). **Play style:** All.

■ Empathy
Read someone's emotions, or project your own emotions to control him. **Play style:** Classic, Straight.

■ Energy Field
Form a force field around your body that protects like good armor. Lasts a minute or so. Highly visible. **Play style:** All.

■ Growth
Become a giant; shrug off huge amounts of damage; reach that burnt-out light bulb you've been meaning to change. **Play style:** Zap.

■ Hypersenses
Supersensitive sight, hearing, touch, taste and smell. **Play style:** All.

■ Levitation
Float up and down or around (slowly) by the power of your mind alone. **Play style:** Classic, Zap.

■ Machine Empathy
WARNING! Incredibly treasonous! Makes machines and The Computer like you as a buddy. **Play style:** All.

■ Matter Eater
Eat plastic, lead, enriched uranium, you name it. No, really, it's true. **Play style:** All.

■ Mechanical Intuition
Figure out how weird machines work. **Play style:** Straight.

■ Mental Blast
You stare hard at people and their brains slosh around violently. **Play style:** All.

■ Polymorphism
Change your face and body to look like someone or something else. Lasts a few minutes. **Play style:** Classic, Zap.

■ Puppeteer
Take control of a single part of a target person's body. Control the head to make your victim say what you want. Doesn't work on bots. **Play style:** Classic, Zap.

■ Pyrokinesis
Start things burning by staring at them hard. **Play style:** All.

■ Regeneration
Heal injuries incredibly fast and regrow parts that got blown off. **Play style:** All.

■ Rubbery Bones
As limber as a dog's chewtoy, you can squeeze through just about any gap. **Play style:** Straight.

■ Shrinking
You can get, like, really really small. No, smaller than you're thinking. *Small.* **Play style:** Zap.

■ Slippery Skin
You're so oily no one can hold on to you. Skid barefoot across smooth floors fast. **Play style:** Classic.

■ Telekinesis
Move or squeeze small objects with the power of your mind alone. **Play style:** Classic, Zap.

■ Teleportation
One moment you're here, then *bamf!* Somewhere else. You hope it's where you wanted to go. **Play style:** Classic, Zap.

■ Toxic Metabolism
Eat poisonous stuff without harm, then exude it through your skin to sicken or kill at a touch. **Play style:** Straight.

■ Transmutation
Change an inanimate object into any other inanimate object. No limits on size, weight or composition. **Play style:** Zap.

■ Uncanny Luck
Make incredibly unlikely things happen, though that usually occurs anyway in *PARANOIA*. **Play style:** Classic, Straight.

■ Ventriloquist
Project your voice at a distance, yet be heard only by the listeners you want. **Play style:** Straight.

■ X-Ray Vision
See through walls, Superman-style. **Play style:** Classic, Zap.

PARANOIA secret societies

Greetings, new *PARANOIA* player! Always regard your ever-considerate Gamemaster as a trusted friend, even though (or perhaps because) the GM can snuff out your Troubleshooter's life in the twinkling of an eye. As proof of friendship, your GM now generously grants you this handy reference sheet. It summarizes what a typical Clearance RED citizen of Alpha Complex knows about treasonous **secret societies**. Secret societies are the enemy of all right-thinking citizens, and you must know your enemy.

Ask your kind GM what play style this *PARANOIA* mission will use. The chosen play style determines how freely you can talk about the information on this sheet. In a **Classic** or **Straight** game, you can talk about it without automatically being accused of treason or insubordination; however, none of this is considered suitable for polite conversation. In a **Zap** game, revealing knowledge of any of this is grounds for immediate termination. Then again, so is most everything else in Zap.

Anti-Mutant

You'd never guess it from their name, but they hate mutants. They want to locate, kill, oppress and forestall mutants.
Friends: Humanists.
Enemies: Psion.
Advancement: Executing mutants or uncovering evidence of mutation.

Communists

Overthrow The Computer, smash the machinery of capitalist oppression, power to the proletariat, blah blah.
Friends: None.
Enemies: Everyone hates Commies!
Advancement: Daring action against The Computer; proselytizing ('infecting') others with Communist Propaganda.

Computer Phreaks

Hack Computer terminals, credit licenses, you name it.
Friends: Pro Tech.
Enemies: FCCC-P.
Advancement: Defeating physical and data security; opening access to databanks and programs.

Corpore Metal

Bots and artificial intelligences are the next stage of evolution, and humans should help them achieve supremacy.
Friends: Pro Tech.
Enemies: Frankenstein Destroyers, Humanists, PURGE.
Advancement: Reprogramming bots to liberate them from obedience to humans. Eliminating superfluous humans.

Death Leopard

Blow things up. Vandalize. Defy authority. Have fun.
Friends: PURGE.
Enemies: FCCC-P.
Advancement: Committing daring mischief without getting caught.

FCCC-P

The First Church of Christ Computer-Programmer worships The Computer as the manifestation of the Divine.
Friends: Pro Tech.
Enemies: Communists, Death Leopard, Humanists, Sierra Club.
Advancement: Rising in security clearance; learning programming; committing treason to be absolved in confession.

Frankenstein Destroyers

These guys hate bots and machines.
Friends: Humanists, PURGE.
Enemies: Corpore Metal, FCCC-P, Pro Tech.
Advancement: Destroying or reprogramming bots and machines without getting caught.

Free Enterprise

Buy, sell, earn a fortune. Mafia-style black markets rule!
Friends: Everyone but Commies.
Enemies: Commies.
Advancement: Getting rich. After that, getting even richer.

Humanists

Overthrow The Computer. Humans must rule their own fate.
Friends: Frankenstein Destroyers, Romantics.
Enemies: Corpore Metal, FCCC-P.
Advancement: Disabling or reprogramming bots and The Computer.

Illuminati

They're so secret, the other societies don't even know they exist. Your character doesn't either, unless he joined them.
Friends: None.
Enemies: None.
Advancement: Doing whatever your leader tells you. Or else.

Mystics

Hey, man, drop out and connect with the Cosmic All. Dude.
Friends: Romantics.
Enemies: None.
Advancement: Finding and selling great new drugs.

Pro Tech

They love gadgets, especially new experimental stuff.
Friends: Corpore Metal.
Enemies: Frankenstein Destroyers, PURGE.
Advancement: Stealing cool equipment; reprogramming bots.

Psion

Mutants are the future of humanity. Ordinary humans aren't.
Friends: None.
Enemies: Anti-Mutant.
Advancement: Supporting and protecting mutants; increasing their mutant power's strength and gaining new powers.

PURGE

Destroy The Computer and kill everyone who supports it. A scary bunch.
Friends: Death Leopard, Humanists, Romantics.
Enemies: FCCC-P.
Advancement: Sabotaging equipment and missions.

Romantics

Restore Old Reckoning culture, the way things used to be.
Friends: Humanists, PURGE.
Enemies: Corpore Metal, FCCC-P, Pro Tech.
Advancement: Obtaining Old Reckoning stuff.

Sierra Club

Return to glorious nature, the way people were meant to live.
Friends: Humanists, Mystic, Romantics.
Enemies: Corpore Metal, Pro Tech.
Advancement: Getting Outdoors; bringing Outdoors inside.