

Character Portrait

Peter-R-WQR-1

Male PLC Hygiene Officer

Service firm: PowerPatch

Service firm type: Inventory System Updaters

Security clearance: RED

Credits: 903

Tics: Needs to have *exact* counts of things

[Tic 2:] _____

Example of tic in use

Gunther-R: I think we're outnumbered!

Peter-R: Of course we're outnumbered! Why, there must be— wait a second, I'll check. One... Two... Three... Four... *GAAAAAIGH!*

ACTION SKILLS & SPECIALTIES

Management 09

Con Games 17

Chutzpah 13

Bootlicking 01

Intimidation 01

No Matter How Clean Something Is,
Find One Little Thing Wrong 15

Stealth 09

Disguise 13

Shadowing 01

Next-to-Last One Out of the Room
in a Crisis 15

Violence 05

Energy Weapons 09

KNOWLEDGE SKILLS & SPECIALTIES

Hardware: 04

Make Noisy Annoying Machines

Even Noisier and More Annoying 10

Software 07

Data Search 11

Financial Systems 11

Bot Programming 01

Vehicle Programming 01

Encode Secret Message

in Otherwise Innocuous Data 13

Wetware 06

Pharmatherapy 10

Biosciences 01

Open slots for narrow specialties: 2 (Violence,
Wetware)

Character Portrait

Gunther-R-BOK-1

Male Armed Forces Loyalty Officer

REGISTERED MUTANT

Service firm: Red Detectors

Service firm type: Threat Assessors

Security clearance: RED

Credits: 440

Tics: Absentmindedly gnaws on things he's holding.

[Tic 2:] _____

Example of tic in use

Peter-R: How much ammo do you have left? I need to know exactly.

Gunther-R: [*Speak with a pen in your mouth*] Rr hh rbmt ffr flps mmph...

Peter-R: What?

Gunther-R: [*Take the pen out of your mouth*] I said, I have about four shots left.

ACTION SKILLS & SPECIALTIES

Management 05

Intimidation 09

Bootlicking 01

Shout *Even Louder!!!* 11

Stealth 08

High Alert 12

Sleight of Hand 01

Violence 09

Energy Weapons 13

Projectile Weapons 13

Unarmed Combat 01

Draw and Holster Weapon in Slick-Looking Way 15

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 08

Mechanical Engineering 12

Chemical Engineering 01

Hit It Hard Enough to Make It Work

Once More Before Falling Apart 14

Software 05

Vehicle Programming 09

Financial Systems 01

Wetware 05

Medical 09

Outdoor Life 09

Cloning 01

Induce Vomiting in Self 11

Open slots for narrow specialties: 2 (Stealth,
Software)

Character Portrait

Dexter-R-FCP-1

Male Tech Services Equipment Guy

Service firm: ColorRight

Service firm type: Paint Control

Security clearance: RED

Credits: 478

Tics: Mistakes bots for people and vice versa.

[Tic 2:] _____

Example of tic in use

Dexter-R: Ah, here's a handy jackobot to help with the gear.

Hunter-R: What? It's me, Hunter-R!

Dexter-R: Why are you impersonating a bot? Team Leader, I think Hunter-R is insane.

Guardbot: I am sorry, citizen. I do not understand your request. Please restate.

ACTION SKILLS & SPECIALTIES

Management 04

[No specialties]

Stealth 08

Security Systems 12

Disguise 01

Hear Own Name Being Said by Others 14

Violence 06

Energy Weapons 10

Fine Manipulation 10

Projectile Weapons 01

Pratfall in a Way That Looks Like It Hurt
Worse Than It Did 12

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 09

Habitat Engineering 17

Nuclear Engineering 13

Bot Ops & Maintenance 01

Weapon & Armor Maintenance 01

Make Measurements of Parts

Without Need for Tools 15

Software 09

Bot Programming 13

Data Analysis 01

Convince Guardbot to Seek Other Target 15

Wetware 04

Biosciences 08

Bioweapons 01

Open slots for narrow specialties: 2
(Management, Wetware)

Dexter-R-FCP-1

Male Tech Services Equipment Guy

Mutation: Electroshock

Society: Mystics (degree 2);
actually Illuminati (degree 3)

Secret skills: Drug Procurement 06, Meditation 06, Propaganda (Mystics) 06

Background

Maybe it's just because you're a fair bit older than most, but everyone seems so preoccupied with... everything... these days. What is it with these youngsters? They're so... motivated... all the time. They're going to make themselves ill if they try to constantly maintain such a frantic pace. They should learn to relax!

Part of your recent promotion to RED Clearance included training as an Equipment Guy. Hopefully nobody has a weapon malfunction or anything... 'cause that's not really your strong point. Ducts and plumbing, on the other hand: that's right up your alley! Hopefully the team will get lots of ducts and plumbing issued to it.

As for your presence on this team as a representative of Technical Services, you've heard there are some serious problems in the field with equipment not being thoroughly painted in its proper Security Clearance color. Whenever you see places or equipment that have been incorrectly color-labeled, shoot it with the paintball gun issued to you. A follow-up crew will look for the signs you have left and re-paint the designated item appropriately. You have a limited supply of ammunition. Do not misuse it!

Secret Society Instructions

Your contact in the Mystics tells you, 'Whoa, man, if you boil Sandallathon in water and then take it with an Asperquaint chaser, you can see through walls for hours. It's totally safe and legal, too!' He sells you some Sandallathon, but he doesn't have a line on Asperquaint right now. 'Sorry, man. Maybe next weekcycle.'

Your contact in the Illuminati finds this very interesting, and wants you to investigate these drug interactions further, as well as other possible interesting combinations of drugs. The Illuminati will pay up to 100 credits per drug interaction experiment you report on. Also, he warns you that the Qualiite Standard for hygiene is about to 'change radically' and that you should keep an extra pair of shoes around, 'just in case'.

It occurs to you that taking random drug combinations yourself might not be entirely safe. However, if you get someone else to unwittingly take mixed drugs and then report the effects to you, maybe you can still make a little money...

PERSONAL EQUIPMENT

- (20) Sandallathon/Sleepy-Sleepy tablets
- (1) Rolactin/Happy Life tablet (BLUE clearance)
- (5) bags TrippleCheeze Cruncheety (Y)
- 50 meters of plasticord
- Heat-resistant mittens (ORANGE)
- Sunglasses (ORANGE)
- Psychedelic postcards
- Stungun
- (2) RED laser barrels

ASSIGNED EQUIPMENT

- Laser pistol body (no barrel)
- Red reflex armor
- Series 1300 PDC
- Basic toolkit
- Paintball gun
- (2) shots each of red, orange, yellow, green, blue, indigo and violet paint

Gunther-R-BOK-1

Male Armed Forces Loyalty Officer

REGISTERED MUTANT

Mutation: Matter Eater (REGISTERED)

Society: Pro Tech (degree 1)

Secret skills: R&D Gear Tinkering 10, Jargon 18, WMD 11

Background

Man oh man, you love gadgets! If it's technological, you can't get enough of it. The more complicated the better! You're a complete sucker for anything with lots of blinking lights or digital readouts. It's a shame the latest new tech-toys always cost so much; you just can't resist spending your money on them. Hopefully your new life as a Troubleshooter will give you more access to the latest fadware. At least, that always seems to be the case on the vidshows.

You don't know much about what a Loyalty Officer does, but the fact that they gave it to you instead of someone from Internal Security suggests there's going to be an Internal Security undercover agent on the team watching you!

As for your presence on this Troubleshooter team, it obviously indicates the mission is expected to come up against heavy combat opposition. Why else would Armed Forces be needed? No doubt your enemies are going to ambush you when you least expect it; the more normal the situation appears, the more alert you're going to have to be! Good thing you've got a backup weapon. Or three.

Secret Society Instructions

Your contact tells you, 'HPD&MC is working up a promotional contest in conjunction with Technical Services! A small number of bots around Alpha Complex have had a special Golden Pill placed inside of them, worth 5000 credits, which they will give to randomly-selected citizens on the day of the contest. But if you shake hands with them a certain way, if they have one of the Pills, they'll give it to you now before the contest starts.' She shows you the handshake.

It occurs to you that there are other secret societies, such as the Frankenstein Destroyers, who might discover the existence of the Golden Pills if they damage or destroy any bots. If you see anyone doing such a thing, you should make sure they don't take a Golden Pill (which should be yours!) from the debris.

PERSONAL EQUIPMENT

- Bullhorn (with MegaBooster!)
- Electric lantern (BLUE clearance, with digital battery life counter!)
- Stopwatch (YELLOW, picosecond accuracy!)
- Thermometer (4 different temperature scales!)
- Binoculars (ORANGE, with laser rangefinder)
- Energy pistol (YELLOW, NuGrid targeting)
- (2) Grenades (with piezoelectric pin!)
- Sword (variable load balancing!)
- (3) RED laser barrels

ASSIGNED EQUIPMENT

- Laser pistol body (no barrel)
- Red reflex armor
- Series 1300 PDC
- Loyalty Notepad (lockable)
- Key to Notepad

Peter-R-WQR-1

Male PLC Hygiene Officer

Mutation: Hypersenses

Society: Free Enterprise (degree 3)

Secret skills: Cash Hacking 09, Marketing & Advertising 09, Forgery 11

Background

You're very believable. You've always got a way to work the system and find another angle—whether that's convincing someone of a lie, finding just the right evidence in the online data logs, or just plain pretending to be someone else and slipping out of the room before it's too late. All of this contributes nicely to the Bottom Line—that is, your long-term monetary outlook. This Troubleshooter work is going to be a terrific stepping-stone on your path to financial independence; look upon everything you encounter as a possible way to make more money. Is it bolted down? If not, maybe you should take it and find a place to sell it. If so, maybe you should unbolt it, then ask the question again.

You've received only basic training as a Hygiene Officer at this point, but you believe you are well-suited for the task. In fact, you hope to eventually define an Ultimate Quantitative Numeric Scale for assessing hygiene—the most rigorous and accurate Alpha Complex has ever seen. Perhaps it could be called the 'Peter-R Scale.'

As an Inventory Supply Checker by training, you understand your presence on this Troubleshooter team obviously indicates the success of the mission will be judged by the thoroughness with which assigned mission equipment is tracked. Clear records of all hardware issued to and utilized by team members will be paramount. If such records are not provided, you'll just have to make them yourself.

Secret Society Instructions

Your contact tells you, 'Several Technical Services service firms are conspiring to engineer a shortage of bot parts in an attempt to drive up repair prices. Nobody but Free Enterprise should overtly manipulate the market like that, so we need to teach them a lesson. Bots will need to be protected from damage for the next few weeks. Don't let your fellow Troubleshooters indiscriminately bang bots around like they normally would. If, however, you do encounter damaged or destroyed bots, collect as many parts as you can to contribute to our secret stockpile. When the shortage hits, we'll flood the market and undersell those Technical Services fools!'

It occurs to you, however, that if you keep the parts for yourself and sell them just as the shortage hits, before Free Enterprise floods the market, you could personally stand to make a small fortune—as long as your Free Enterprise bosses don't find out you're working such a deal on the side.

PERSONAL EQUIPMENT

- Sunglasses (ORANGE clearance)
- (2) Pyroxidine/Wakey-Wakey tabs
- Teela-O pocket mirror
- Comb, red
- Calculator (INDIGO)
- Slide rule (YELLOW)
- Crowbar (YELLOW)
- Dental floss, 30m
- (2) RED laser barrels

ASSIGNED EQUIPMENT

- Laser pistol body (no barrel)
- Red reflex armor
- Series 1300 PDC
- Hygiene Testing Kit
- Instant Cleans-O-Spray

Character Portrait

Ginger-R-UYT-1

Female CPU Team Leader

Service firm: Eye in the Skypanel

Service firm type: Facility Surveillance Control

Security clearance: RED

Credits: 442

Tics: Repeats back what was said to her, phrased as a question.

[Tic 2:] _____

Example of tic in use

Jennifer-R: We should flank them on the right side.

Ginger-R: Flank them on the right side?

Jennifer-R: Right. You still have that grenade, right?

Ginger-R: I still have the grenade?

Jennifer-R: If you don't stop that, I'm going to kill you.

Ginger-R: You're going to kill me?

ACTION SKILLS & SPECIALTIES

Management 06

Oratory 10

Hygiene 01

Distract Others Long Enough to Start Running 12

Stealth 06

Sneaking 10

High Alert 01

Fit Into Dangerously Narrow Spaces 12

Violence 09

Energy Weapons 13

Hand Weapons 17

Vehicle Weapons 01

Jackobot Wrestling 15

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 07

Chemical Engineering 11

Habitat Engineering 01

Software 05

Bot Programming 09

Data Analysis 09

C-Bay 01

Operating Systems 01

Wetware 07

Outdoor Life 11

Psychotherapy 01

Feign Effects of Sedation 13

Open slots for narrow specialties: 2 (Hardware, Software)

Character Portrait

Hunter-R-BCW-1

Male R&D Happiness Officer

Service firm: Kaboom Ordnance Prototyping

Service firm type: Weapon Effectiveness

Assessors

Security clearance: RED

Credits: 250

Tics: Will bet a credit on the outcome of just about anything.

[Tic 2:] _____

Example of tic in use

[Gunther-R is defusing a bomb.]

Hunter-R: Hey, mutie. Bet you a credit you screw this up and it explodes.

Gunther-R: *Will you shut up!* This thing is sonically trig—

[Explosion.]

ACTION SKILLS & SPECIALTIES

Management 08

Moxie 12

Interrogation 16

Con Games 01

Bootlicking 01

Describe Intense Action

in Breathtaking Detail 14

Stealth 04

[No specialties]

Violence 06

Energy Weapons 10

Thrown Weapons 10

Demolition 01

Poke 'Em in the Eye With a Finger! 12

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Electronic Engineering 10

Habitat Engineering 01

Software 08

Calculate the Odds to Two Decimal Places 14

Wetware 08

Suggestion 12

Psychotherapy 12

Cloning 01

Outdoor Life 01

Identify Poison by Taste (Only a Small Taste Though, Really!) 14

Open slots for narrow specialties: 2 (Stealth, Hardware)

Character Portrait

Jennifer-R-BCW-1

Female HPD&MC Recording Officer

Service firm: Loyally Picky Proofing Firm

Service firm type: Semantics Control

Security clearance: RED

Credits: 652

Tics: If you can't be certain, be confident!

[Tic 2:] _____

Example of tic in use

Peter-R: Are the last of those Commies gone?

Jennifer-R: Uh... All gone! They must have retreated.

Peter-R: Say, does this tacnuke look armed to you?

Jennifer-R: Pshaw. No, I'm sure it's harmless.

ACTION SKILLS & SPECIALTIES

Management 06

Chutzpah 10

Bootlicking 01

Stealth 07

Concealment 11

Sleight of Hand 11

Surveillance 01

Security Systems 01

Smell Something Funny, Assuming

Something Smells Funny 13

Violence 06

Energy Weapons 10

Agility 10

Unarmed Combat 10

Fine Manipulation 01

Thrown Weapons 01

KNOWLEDGE SKILLS & SPECIALTIES

Hardware 06

Weapon/Armor Maintenance 10

Chemical Engineering 01

Weird Camera Effects 12

Software 06

Hacking 10

Data Analysis 01

Convince Food-Vendobots to Spit Out One Extra 12

Wetware 09

Hold Breath All the Way to Unconsciousness 15

Open slots for narrow specialties: 2

(Management, Violence)

Jennifer-R-BCW-1

Female HPD&MC Recording Officer

Mutation: Uncanny Luck

Society: Romantics (degree 3)

Secret skills: Archival Studies 10, Comic Book Trivia 07, Old Reckoning Culture 10

Background

You pretty much coast through life. Everyone else makes such a big deal about promotion to RED, but it never really occurred to you that you wouldn't move up the ranks someday. Everything just tends to fall into place for you. You're not really sure what, if anything, you're doing special, but so far it seems to be working for you. One thing you do know, though, is that pipsqueak **Hunter-R-BCW** isn't really in R&D. He didn't have the aptitude for it way back when you used to beat him up in the BCW Sector Junior Citizen crèche. He must be a plant from another service firm, working undercover.

You're overjoyed to learn you're going to be a Recording Officer! This was exactly what you were hoping for. All that time you spent listening to Film School On Tape will come in handy; it's unlikely they could have gotten a better-qualified person to operate the camera that will record the success of your first mission.

Your presence on this team indicates the mission's success will be judged in large part on the quality of the language used by its members. Proper grammar and spelling are paramount! If necessary, of course, you can fix it in editing later...

Secret Society Instructions

Your contact tells you, 'The final battle between Good and Evil is looming on the horizon. The League of All That Is Bad has dealt us a grievous blow and soon, I fear, you will have to face their champion, Magoo, in battle. But if you do not have a Trusty Sidekick by your side, bearing the Fire of Fate, you shall surely fail. You must find your sidekick! Time is running out. Find your sidekick. This is your Quest!'

Your Trusty Sidekick will probably not realize his or her destiny when you first identify him or her. You might need to use some drugs and/or subliminal re-education to awaken the Fire of Fate within your Sidekick.

PERSONAL EQUIPMENT

Yo-yo (GREEN clearance)
Electric lantern (BLUE)
Stopwatch (YELLOW)
Box of matches (BLUE)
Magnifying glass (GREEN)
LemonieMoist Towelettes, 20
Mark IV Warbot project t-shirt
(3) RED laser barrels
Fake YELLOW laser barrel (illegal)
Brass knuckles
Teela-O pocket mirror
(5) Asperquaint tablets (YELLOW)

ASSIGNED EQUIPMENT

Laser pistol body (no barrel)
Red reflex armor
Series 1300 PDC
Multicorder 1
MC Lie Detector program
MC Editing program

Hunter-R-BCW-1

Male R&D Happiness Officer

Actual service group: Internal Security
(spying on R&D)

Mutation: Energy field

Society: Anti-Mutant (degree 2)

Secret skills: Power Studies 12, Gloating 14, Gambling 12

Background

Seize the daycycle, that's what you always say! You've only go so much life and you need to squeeze the most out of every minute. Most INFRAREDS would see promotion to RED Clearance as an opportunity to finally sit back and relax all the time. But not you! Now you can finally do all those things you've always wanted to do: Travel to distant sectors, witness strange new technology, maybe buy some Old Reckoning trinkets... and most of all, finally get revenge against Jennifer-R-BCW, who used to beat you up in the BCW Sector Junior Citizens crèche. Revenge is like Fun: best served *Cold*.

As far as you know, your bonus duty assignment—Happiness Officer—involves dispensing drugs and playing practical jokes on people. This sounds fine to you; perhaps you'll even find a kindred soul or two who like to live life to the fullest as you do.

Your presence on the team indicates the success of the mission will be judged by the effective use of everyone's assigned weaponry. Encourage diversity in the team's arsenal whenever possible. What good does it do if everyone relies on lasers all the time? Explosives—projectiles—sharp sticks—you need them all! Take notes on your teammates' use of firepower. If they seem amenable, provide constructive feedback afterward.

Your Internal Security handler wants you focused on the real job, however: Tracking illegal arms modification work. Kaboom Ordnance has been providing all sorts of unsafe weapon 'upgrades' to the more violent secret societies—PURGE, Frankenstein Destroyers and Death Leopard—through a go-between known only as 'Goldenpill'. It's time to take this menace down once and for all, before his deadly wares claim more innocent lives!

Secret Society Instructions

Your contact tells you, 'The mutant sympathizers are rolling out the latest step in their mutagenic agenda. We don't know exactly how they're doing it, but they've figured out how to pass their mutations onto pure, decent folks like us! Maybe they do it by touch. Or using... rays... or something. We need to figure out how they're doing it so we can stop them—before they infect us all! Collect samples if possible—but carefully!'

If you meet any mutants, registered or otherwise, maybe you should observe them a little first to figure out how they're spreading their... whatever... to others, before you waste 'em and collect the usual bounty. You also wonder if maybe somehow you're spreading mutation everywhere you go. Is that something you should be doing...?

PERSONAL EQUIPMENT

(2) RED laser barrels
(6) Grenades
Energy pistol (YELLOW clearance)
Chainsaw (INDIGO)
Hottorch

ASSIGNED EQUIPMENT

Laser pistol body (no barrel)
Red reflex armor
Series 1300 PDC
Bottle of EZ-DUZ-IT
Gelgerine aerosol

Ginger-R-UYT-1

Female CPU Team Leader

Actual service group: Internal Security
(spying on CPU)

Mutation: Regeneration

Society: Frankenstein Destroyers (degree 4)

Secret skills: Demolition 13, Identify Polearms 08, Bot Programming 09

Background

You're beginning to suspect that 'bravery' is a concept invented by the Communists to convince loyal Citizens to rush to their doom. Despite what the Troubleshooter handbook said, you've yet to meet another RED who got their reflex because of something courageous they did. In fact, you strongly suspect 'courage' is the only thing standing between you and eventual promotion to YELLOW.

Your selection for this current team suggests there is concern with the condition of surveillance camera equipment in the area. You are to identify cameras that are broken and need replacing, or that have been tampered with, or areas where thorough and appropriate surveillance is not being maintained. Take steps, if possible, to correct these deficiencies. Keep a log of your work so FSC can bill the time appropriately, of course.

Your Internal Security handler wants you to remain focused on your real mission, however, which is using your cover job in FSC to plant micro-cams on as many functioning surveillance cameras as you can. These micro-cams will watch the cameras and record any incidents of sabotage and incompetent work by other FSC personnel.

Your promotion paperwork indicated you were being recommended for Team Leader duties. It said you would receive appropriate training within seven to 10 working days of promotion. It's day nine now. Do you think they realize you haven't had your training yet? You hope you didn't miss it; you *were* losing e-mails for a couple of days...

Secret Society Instructions

Your contact tells you, 'Glorious Operation "Gear Frenzy" is in full swing. It is not enough that we destroy the bots... we will make them destroy each other! Resist the urge to participate in the bashing, though. We've had a couple of members—*compromised*—recently. Internal Security surely knows that someone on your team is a Frankie at this point. Don't let them catch you and compromise us further! Death to the Bots!'

You could probably goad someone else on your team into attacking a bot at some point—hardly anybody likes bots, really—and then you could turn them in as the Frankenstein Destroyer on your team, effectively taking the heat off yourself and probably getting a bonus as well.

PERSONAL EQUIPMENT

Force sword
(3) RED laser barrels
Gas mask
Self-stick bandages (YELLOW)
Cancer-Free Cigarettes (ORANGE)

ASSIGNED EQUIPMENT

Laser pistol body (no barrel)
Red reflex armor
Series 1300 PDC
Many, many micro-cams