

/// PART ONE DETERMINING NODE >>>

ADD **STAT** PLUS **SKILL** AND ROLL THAT MANY DICE. ANY DICE THAT ROLL A 5 OR 6 ARE COUNTED AS SUCCESSES. IF A SKILL IS NEGATIVE, TREAT IT AS POSITIVE, BUT ANY DICE THAT AREN'T SUCCESSES (5-6) SUBTRACT FROM THE TOTAL NUMBER OF SUCCESSES.

0	AN AVERAGE TASK. ANY ORDINARY PERSON SHOULD BE ABLE TO DO THIS UNLESS THEY HAVE NEGATIVE NUMBERS ON THEIR SKILL.	3	DIFFICULT
1	REQUIRES A BIT OF EFFORT OR KNOWLEDGE	4	VERY DIFFICULT
2	QUITE HARD	5	THIS WOULD BE HARD EVEN FOR AN EXPERT
		6+	BEYOND THE REALM OF WHAT IS CONSIDERED NORMAL HUMAN ABILITY

/// PART TWO ACHIEVEMENT REWARD LEVELS >>>

50 XP	A MINOR DISTRACTION, OR AN AIDE-MEMOIRE TO PERFORM A PARTICULAR TASK AS PART OF THE MISSION.	300 XP	THIS IS GOING TO BE HARD WORK TO ACHIEVE, IT IS GOING TO TAKE TIME, EFFORT, PERSEVERANCE AND POSSIBLY REINFORCEMENTS.
100 XP	THIS IS MODERATELY IMPORTANT	500 XP	MULTIPLE CLONES ARE GOING TO DIE ACHIEVING THIS, AND NOT ONLY BECAUSE THEY'RE KILLING EACH OTHER TO BE THE ONE WHO UNLOCKS IT.
200 XP	THIS IS MISSION-CRITICAL, THOUGH IT MAY NOT SOUND IT DURING THE BRIEFING.		

/// PART THREE IMPROVEMENT >>>

RECOVER MOXIE:	50 XP POINTS PER POINT OF MOXIE
INCREASE MOXIE:	200 XP POINTS PER NEW LEVEL (MAXIMUM 8)
BOOST STAT:	500 XP POINTS PER ADDITIONAL POINT (MAXIMUM +3)
BOOST SKILL:	200 XP POINTS PER ADDITIONAL POINT (MAXIMUM +5)

ACQUIRE NEW SPECIALIST SKILL: 300 XP POINTS

/// PART FOUR INCREASING SECURITY CLEARANCE >>>

UPGRADE FROM RED TO ORANGE SECURITY CLEARANCE	1000 XP POINTS
UPGRADE FROM ORANGE TO YELLOW SECURITY CLEARANCE	2000 XP POINTS
UPGRADE FROM YELLOW TO GREEN SECURITY CLEARANCE	4000 XP POINTS
UPGRADE FROM GREEN TO BLUE SECURITY CLEARANCE	8000 XP POINTS
UPGRADE FROM BLUE TO INDIGO SECURITY CLEARANCE	16000 XP POINTS
UPGRADE FROM INDIGO TO VIOLET SECURITY CLEARANCE	32000 XP POINTS

/// PART FIVE EQUIPMENT >>>

GRENADES X3	75 XP POINTS
SNIPER RIFLE	250 XP POINTS
MINI-GUN	350 XP POINTS
LASER PISTOL	100 XP POINTS
LASER RIFLE	200 XP POINTS
SPARE POWER PACK (FITS ALL STANDARD LASER WEAPONS)	30 XP POINTS
POWER CORD (FITS ALL STANDARD LASER WEAPONS)	45 XP
MULTI-CHARGER	70 XP POINTS
SABRE	80 XP POINTS
GRAPPLE GUN	70 XP POINTS
BODY ARMOUR	220 XP POINTS
SEDATIVES X3	120 XP POINTS
GAUSS ROCKET LAUNCHER	450 XP POINTS
ADDITIONAL ROCKET	60 XP POINTS EACH
MULTI-TOOL	25 XP POINTS
REPLACEMENT ARMOUR	95 XP POINTS
REPLACEMENT MOP	15 XP POINTS
NIGHTCYCLE VISION GOGGLES	110 XP POINTS

EQUIPMENT OBTAINED AT EACH LEVEL OF SECURITY CLEARANCE:

ALPHA: RED-LEVEL JUMPSUIT, RED-LEVEL LASER PISTOL, MOST STANDARD EQUIPMENT.

LEVEL 1: ORANGE OR YELLOW LASER PISTOL, RED LASER RIFLE, KNIFE, HEAVY HANDHELD SCANNER.

LEVEL 2: GREEN LASER PISTOL, BACKPACK SCANNER.

LEVEL 3: INDIGO LASER PISTOL, ARMED SERVICES-ISSUE WIDE-BORE SHOTGUN, ELITE COMPUTING RIG.

LEVEL 4: VULTURE SQUAD ASSAULT LASER, LIGHT POWERED ARMOUR, JETPACKS.

LEVEL 5: HEAVY POWERED ARMOUR, FORCEFIELDS, HOVERBOARDS, ROBOT UNICORNS. [REDACTED].

NOTE: WHEN YOU USE A PIECE OF EQUIPMENT IN AN APPROPRIATE WAY (OR AN INAPPROPRIATE BUT ENTERTAINING WAY, BASED ON THE GM'S JUDGEMENT) THEN YOU ADD A NUMBER OF DICE TO YOUR NODE EQUAL TO THE ITEM'S LEVEL TO YOUR ROLL. ALPHA EQUIPMENT ADDS NO DICE.

ARMOUR IS RATED BY LEVEL, AS DESCRIBED ABOVE. EACH LEVEL OF ARMOUR PROTECTS THE WEARER FROM ONE LEVEL OF DAMAGE, BUT IS DESTROYED BY THAT. FOR EXAMPLE, A PIECE OF LEVEL 5 ARMOUR CAN TAKE 5 WOUNDS, AND THEN CEASES TO FUNCTION.

PARANOIA

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/// PART SIX CONSPIRATORIAL MOTIVATION >>>

	SINISTER	COERCED	IDEALOGICAL
1	AMBITIOUS & POWER-HUNGRY; EXPOSING TROUBLESHOOTER TREASON MEETS A PROMOTION	BLACKMAILED BY COMMIE MUTANT TRAITORS	TECHNOPHILE MAD SCIENTIST; INTENDS TO USE TROUBLESHOOTERS AS EXPERIMENTAL SUBJECTS OR PATSIES
2	BLACK MARKETEEER, SEES TROUBLESHOOTERS AS MARKS	BLACKMAILED BY CO-WORKERS	NIHILIST, ANARCHIST, TERRORIST-TYPE; CARRYING UNREASONABLE AMOUNT OF EXPLOSIVES DESTINED FOR HIGHER-VALUE TARGET THAN A BUNCH OF TROUBLESHOOTERS
3	INTSec AGENT PROVOCATEUR TRYING TO PROVOKE ACTS OF DISLOYALTY	UNWILLING INTSec INFORMANT	INTSec UNDERCOVER AGENT OSTENTATIOUSLY TRYING TO GET RECRUITED
4	GENUINE INNOCENCE AND BONHOMIE MISINTERPRETED BY TROUBLESHOOTERS AS DANGEROUS SUBVERSION	UNDER MUTANT MIND CONTROL	HATES A PARTICULAR GROUP (MUTANTS, BOTS, ETC); WILL DROP SLURS AND INSULTS INTO CONVERSATION TO SOUND OUT IDEOLOGICAL ALLIES BEFORE THE PURGE BEGINS
5	OVERMEDICATED AND HALLUCINATING	HACKED CEREBRAL CORETECH	SINISTER CONSPIRACY MUCH TOO COMPLEX TO EXPLAIN IN TABLE ON GM SCREEN; REST ASSURED ALL THIS IS PART OF THE PLAN.
6	DRIVEN INSANE WITH PARANOIA; ONE BAD DAYCYCLE AWAY FROM PSYCHOTIC BREAK	THREATENED BY SINISTER SUBLIMINAL MESSAGES OF UNKNOWN ORIGIN	OLD-SCHOOL BOMB-THROWING COMMIE

/// PART SEVEN ALPHA COMPLEX LOCATIONS >>>

	DANGEROUS	UNPLEASANT	ABOVE YOUR SECURITY CLEARANCE
1	UNDER THE LEAKY FOOD VAT	NEAR A CLONE VAT OVERFLOW OUTLET	EXECUTIVE SWIMMING POOL
2	IN A TRANSTUBE SIDING	HOSPITAL STAFFED BY ELDERLY, ECCENTRIC DOCBOTS	PRIVATE OFFICE OF HIGHER-CLEARANCE SUPERVISOR, COMPLETE WITH TANTALIZING AJAR DESK DRAWER
3	WARBOT FOUNDRY	LOYALTY CHOIR PRACTICE HALL	STATELY PLEASURE-DOME
4	CHEMICAL WASTE REPROCESSING TANK #11	CAFETERIA ON COLD FUNSDAY	LUXURIOUS CANDLE-LIT DINING HALL
5	ABANDONED R&D LABORATORY WHICH WAS ABANDONED JUST BECAUSE, OK? IT DIDN'T GET LOOSE. IT DIDN'T GET LOOSE.	BARRACKS CRAMMED WITH SULLEN INFRAREDS WHO STARE AT YOU AND ARE PROBABLY CONSPIRING AGAINST YOU	SPOTLESS, SMOOTHLY FUNCTIONING R&D LABORATORY WHERE SCIENTISTS PUSH BACK LIMITS OF SANITY, PHYSICS, GRANT APPLICATION FUNDING.
6	INSIDE THE CORE OF A DECOMMISSIONED REACTOR. WELL, 'DECOMMISSIONED'.	NEAR A GIANT DOOR THAT MIGHT LEAD OUTDOORS. SOMETIMES, SOMETHING TAPS ON THE HATCH FROM THE OTHER SIDE...	HUMMING COMPNode. HEY, HAS SOME CARELESS HIGHER-CLEARANCE CITIZEN LEFT THEMSELVES LOGGED INTO A TERMINAL...?

NOTE: NEW LOCATIONS ARE SUBJECT TO APPROVAL BY THE COMPUTER AND OTHERWISE DO NOT EXIST.

/// PART EIGHT ITEMS OF QUESTIONABLE PROVENANCE >>>

	TREASONOUS	EQUALLY QUESTIONABLE UTILITY	BIZARRE
1	REMOTE-CONTROL DETONATOR FOR A BOMB. BLINKING RED LIGHT IMPLIES BOMB IS ARMED, BUT WHERE IS IT?	YELLOW-CLEARANCE LASER BARREL, ONE SHOT REMAINING	TREASURE MAP. X MARKS THE SPOT.
2	COMMUNIST PAMPHLETS, BADLY MIMEOGRAPHED. YES, MIMEOGRAPHED.	PACKET OF 500 DRINK VOUCHERS, EACH ONE REDEEMABLE FOR ONE (1) FREE CAN OF BOUNCY BUBBLE BEVERAGE (VALID ONLY IN PARTICIPATING SECTORS)	TRIO OF PLASTIC BAGGIES FILLED WITH PRESERVATIVE GEL CONTAINING, RESPECTIVELY, A LEFT HAND, A TONGUE AND A RIGHT EYE WITH INTACT IRIS FOR SCANNING.
3	BOTTLE OF PILLS. LABEL'S MISSING, BUT THE LID'S BLUE.	TEELA-0 FAN CLUB MEMBERSHIP CARD, BLOODSTAINED AND SLIGHTLY SCORCHED	EXPERIMENTAL R&D GADGET - BLACK BOX WITH 'STOP', 'GO' AND 'LEFT' BUTTONS.
4	PORTABLE RADIO RECEIVER WITH BUILT-IN ENCRYPTION. BLOODSTAINED, LIKE IT WAS RIPPED OUT OF THE GRASP OF SOME DYING CLONE	MOP HEAD, SOAKED IN BLOOD AND OTHER BODILY FLUIDS, INCLUDING TOXIC CHEMICALS. LIKE SOMEONE TRIED TO USE IT TO COVER UP A MURDER, BUT GAVE UP HALFWAY THROUGH BECAUSE, REALLY, THERE WAS JUST THAT MUCH BLOOD AND GOOPS.	SQUIRREL. STUFFED? ALIVE BUT SLEEPING? COMATOSE ON GELGERMINE PILLS? HOW WOULD YOU KNOW? WHAT ARE YOU, A SQUIRREL EXPERT? (NOTE: IF YOU ARE A SQUIRREL EXPERT, YOU ARE IN POSSESSION OF ILLEGAL INFORMATION AND WILL BE BRAINSCRUBBED.)
5	DATA DISK JUST FULL OF STOLEN SECRETS	LEFT BOOT. RATTLING NOISE SUGGESTS A SECRET COMPARTMENT IN THE HEEL.	METAL ROD. UNUSUALLY HEAVY, VERY WARM TO THE TOUCH. GLOWS IN THE DARK.
6	INCRIMINATING (POSSIBLY FAKED) SURVEILLANCE PHOTOS OF A HIGH PROGRAMMER	REMARKABLE DENSE AND DULL MANUAL ON SCRUBBOT DELOGGING PROCEDURES	BRAIN IN A JAR.

/// PART NINE ACHIEVEMENTS >>>

	SOCIAL ENGINEERING	VIGOROUS TROUBLESHOOTING	WHIMSY OF THE HIGH PROGRAMMERS
1	MAKE AN UNHAPPY CITIZEN HAPPY.	STAY ALERT!	CLIMB UP A TRANSTUBE TUNNEL ACCESS SHAFT WITH YOUR EYES CLOSED.
2	DEMONSTRATE EXCESSIVE LOYALTY.	TRUST NO-ONE!	DO 500 JUMPING JACKS.
3	ENJOY A RELAXING BEVERAGE.	KEEP YOUR LASER HANDY!	SURVIVE A FIREFIGHT WITHOUT FIRING YOUR WEAPON.
4	ASSIST A FALLEN TEAM-MATE.	SHOOT TROUBLE!	CONVINCE THE COMPUTER THAT IT'S WRONG ABOUT SOMETHING.
5	LEAD A LOYALTY SING-SONG.	EXPLODE TROUBLE! MAKE THE TROUBLE SUFFER! KILL IT! KILL IT WITH FIRE! DESTROY! DESTROY!	RUN A MUTANT POWER REGISTRATION CAMPAIGN.
6	EXPLORE A SECTION OF ALPHA COMPLEX YOU'VE NEVER VISITED BEFORE.	UNCOVER THE TREACHEROUS TREASON OF A TEAM MEMBER!	VOLUNTEER FOR REACTOR SHIELDING (OR SEND A SUITABLE VOLUNTEER IN YOUR PLACE).

NOTE: ALL ACHIEVEMENTS WILL BE FOLLOWED BY A LOUD CLAXON TO BETTER BROADCAST YOUR ACCOMPLISHMENT