

PARANOIA[®]

THRIFTY LIST: REFURBISHED STUFF

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THIS BOOK IS CLEARED FOR ALL TROUBLESHOOTERS WHO WANT TO HELP
R&D. YOU WANT TO HELP R&D, RIGHT? OF COURSE YOU DO.



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THRIFTYLIST

Typically, a Troubleshooter receives experimental devices straight from R&D. That is because R&D wants to be very careful about who gets equipment, not to protect innocent citizens from collateral damage or anything like that but to make sure they collect the right data. The whole point of making these experimental devices is to field-test them and make any necessary improvements before moving to market. Actually, that is incorrect. The point is to get projects approved so R&D gets more budget and resources. Of course, they are already perfect!

What happens when the data says the device is not yet as perfect as it should be? It depends. Typically, the data is edited so the post-testing report shows an unparalleled success, proving all those fools at the university were wrong and the R&D scientists were right. But what happens to the experimental item itself? Resources in Alpha Complex are scarce, so they are usually broken down into component parts and recycled.

However, there are times when that is not possible. Maybe the device is too dangerous to disassemble or maybe some R&D flunkie wants to make some quick XP Points on the side. That is where Thriftylist comes in. It is an online marketplace for refurbished, gently used and about-to-fail-spectacularly devices previously used in field tests. Did that Smart Laser prove too weird even for Friend Computer? Sell it on Thriftylist! Sure, it might be extremely dangerous to release these devices to citizens but that is someone else's problem.



All items on Thriftylist are refurbished (meaning they were used in testing) and come in one of four conditions:

- Like New: No new effects, it works as well/poorly as typical for experimental devices.
- Very Good: -1 NODE for any rolls including this device, as it is a bit wonky.
- Still Pretty Good: -1 NODE for any rolls including this device and it breaks if no successes are rolled. It can be repaired.
- What a Deal!: -2 NODE and the device breaks when the Computer Symbol is rolled. It cannot be repaired. Remember, you must be Yellow clearance or higher to be eligible for refunds.

GMs can stick with the condition listed in the entries below or change it as needed.

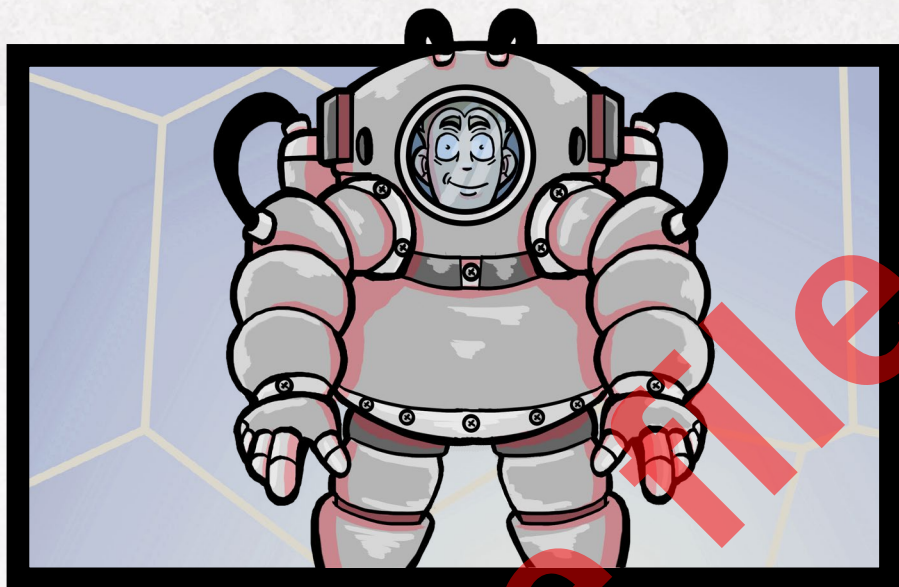
Even for Red clearance Troubleshooters, Thriftylist is legal and the devices become personal property. Their use, however, is not protected. That means Troubleshooters will not get in trouble for buying them – but using them is a different story. All Thriftylist items are delivered within a few rounds by deliverybot drones. Just like regular experimental gear, a player must roll the Stat + Skill combination set by the GM. If successful, apply the 'As directed' result. If the roll fails, apply the 'Sabotage' result instead.

In the previous Mongoose edition of *Paranoia*, Allen Varney and the Traitor Recycling Studio released two equipment books: *STUFF* and *STUFF 2*. This book takes some of the best devices in those titles and converts them for use in this latest edition. Many thanks to those game designers!



ARMOUR





BUOYANCY SUIT

140 XP Points

Faced with a sudden drop or flummoxed by an annoying barrier? Look no further than the ultra-light, toughened pseudo-fabric Buoyancy Suit. Simply press the black button on the suit's chest and in moments, it will inflate with a lighter-than-air gas. You will float gently into the air as you say goodbye to your old worries and hello to new opportunities.

Condition: Very Good (-1 NODE)

Post ID 1904854273, posted 2 daycycles ago

Action Order: Mechanics +3

Size and Level: Medium Level 2

When used as directed: When activated, the suit fills with hydrogen gas, letting you float a metre off the ground. You can even 'fly' by pushing off objects and can come back down by using a release valve on your sleeve. The gas does not reach your face, so you can still breathe and talk normally. It does not provide any actual defence, unless hovering over things counts as protection.

If traitors (including YOU) sabotage this: Hydrogen gas is very volatile and you just managed to create a spark inside the suit. It explodes in a ball of fire, sending you rocketing into someone nearby (GM choice). You are Maimed, at least.