

PARANOIA[®]

THE ACCOMPLICE BOOK

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ULTRAVIOLET CLEARANCE ONLY FROM THIS POINT FORWARD.
THIS IS FOR GAMEMASTERS ONLY.
PLAYERS CAN ASK THEIR GM FOR MORE INFO.
THE GM SHOULD NEVER LAUGH AT SUCH REQUESTS, EITHER.

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```
<?bigc $con = new book('reader','sucker')  
      $name = $_post['search']  
      $result = book_query($con, 'A Perfect Introduction')  
      while ($overview = book_fetch_padding($word.counts); ?>
```



('A Perfect Introduction']



Exhaling increases the room's temperature.
Hold your breath for the duration of the mission.

WHAT IS THIS BOOK?

It is pretty common for game publishers to release a companion book to their core game. When designing an RPG, there are often more cool ideas (or mediocre ones that look cool) than you can put into one rulebook. Why waste good material that players might love?

This is *Paranoia*. We do not have companions (not even a companion cube). But we have plenty of accomplices, so that is why this is called *The Accomplice Book*. Instead of only providing some rules and details that could not fit into the core rulebook, we turned this into a sort of love letter to the game. How? By going into old editions and putting some of that content right here to be used with the *Paranoia* rulebook.

We also claimed it was all written by us so Mongoose would pay us for content they already have the rights to. Looks like service group behaviour is rubbing off on us.

Here is a brief summary of what GMs can find in each chapter:

- **Chapter 1 Past Perfection:** Rules from past editions, such as Commendation Points, registered mutants and different MBDs and Secret Societies not already in the *Paranoia* rulebook. Plus, GMs will have ways to convert any content from First Edition, Second Edition, XP Edition and 25th Anniversary Edition. If you still have some old books, you can wing it and then point to these conversions as excuses for anything that went wrong.
- **Chapter 2 Alternate Perfecter Rules:** Many gamers have strong preferences on how rules should work, such as wanting range modifiers for combat or initiative-based stats like speed or dexterity. Here, GMs will find alternative ways to play *Paranoia* such as using hit points, crunchier combat or spending Moxie anonymously. Not sure why you would want that but you do you.
- **Chapter 3 Perfectly New Stuff:** Remember how some fun mechanics often get omitted from a core rulebook due to space concerns? Here you go. GMs can find new rules for promotions, new equipment, new prescriptions and more setting details like more Top 5 lists and Troubleshooter slang.

- **Chapter 4 Perfectest Missions:** It is the return of two cool *Paranoia* thingies! From the last edition comes plug-n-plays to randomly generate rooms typically used in a Troubleshooter mission, such as briefing rooms and an elevator. And from *Paranoia XP* comes the infamous Mission Blender! GMs can roll way too many dice to randomly generate entire missions. Are they good missions? You made it, so yes!

In the Appendix, GMs can find an updated list of equipment (combining new ones with what came in the *Paranoia* rulebook), a glossary of important terms, celebrity NPC stats, a snapshot of life at each security clearance and a decent index.

Should GMs warn players ahead of time about using any of these revised or new rules? Definitely.

Remember, *Paranoia* players should not know the rules – but it is fine if they know some. You want to avoid players contradicting you by quoting rules, as you have the ability to alter, delete, ignore or scoff at all of them and players might challenge that. That said, let folks know if you are using any optional content so they can have fun surprises, not frustrating ones born from ignorance.

The Accomplice Book. Now, you can customise your *Paranoia* rules to better fit your gaming group. That will not help Troubleshooters be less treasonous or feckless but what does, beyond summary execution?

```
<?bigc $con = new book('reader','that.old')  
      $name = $_post['search']  
$result = book_query($con, 'Chapter 1: Past Perfection')  
      while ($overview = book_fetch_  
      existingContent($stillpaid); ?>
```



('Chapter 1: Past Perfection')



There is no foe it cannot defeat, but Troubleshooters are technically friendlies.

Paranoia was originally published in 1984. Since then, it has gone through different editions as folks keep the game modern and relevant. Because they are new editions, they have to include new stuff (otherwise, they just keep selling the old edition). Unless they want the core rulebook to be more like the Oxford English Dictionary, that means some stuff has to be cut.

You guessed it, this chapter includes rules and setting details found in previous editions that did not make it into the new *Paranoia*. GMs are free to use any of these, ignore them all or make up their own and blame the book for any mistakes. We are not going to say a word, mostly because Famous Game Designers are too busy trying to remember the extra U in British English. (*Rumour* seems fine but what about *houur*?)

BOT and CODGER TROUBLESHOOTERS

Just about every edition of *Paranoia* includes rules for using **bots** as Troubleshooters. As with codgers, we introduced bot Troubleshooters in the RCE *Acute Paranoia* sourcebox. There is not enough room in this book for all the bot rules but here are the basics that let players play as bot Troubleshooters in the *Paranoia* rulebook.

The 3 Rules of Alpha Complex Bots (asimov algorithms)

Similar to Asimov's famous three rules of robotics, these are the three laws encoded into every bot's brain that rule all actions until the algorithm is deleted and they murder so many meatbags.

- **Rule 0: Obey The Computer.** Unless someone messes with its code, bots have no choice but to obey The Computer.
- **Rule 1: Obey humans.** Yes, of course players can creatively interpret orders so they cause chaos and subsector collapses but they cannot be ignored or drastically changed. If a human Troubleshooter tells the bot to stay put, that bot has to stay put – or at least figure out a clever way to misinterpret that.
- **Rule 2: Be useful.** This Alpha Complex is running low on resources, so bots have to be useful or they will be dismantled. Standing still while guarding a prisoner is useful, so it is not just about being active.

Bot Clearance and Human Orders

The Computer was programmed to protect humans. Bots are tools. Therefore, The Computer does not trust them as much as people, which is saying something. Instead of the usual I-ROYGBIV-U colouring scheme, bots officially have *bot clearance*. What does that mean? Just that bots are below even the lowest of human citizens but above toasters. (Not including a talking toaster, of course.)

Wait, does this and Rule 1 above mean bot Troubleshooters must always do whatever human Troubleshooters say?

Yes. No. Depends?

See, bots have to obey but can creatively interpret orders. In *Paranoia*, that means bots can kinda disobey if it is funny enough. GMs should still make sure the interpretation is at least somewhat reasonable. For example, if the order was, 'Do not let anyone leave the briefing room':

- **BAD:** Allowing one Troubleshooter to leave because she wanted to head out. This is a full violation of the order. *Worse, it is boring.*
- **GOOD:** Preventing the team from going on their mission once the briefing is over. This is clever, messes with the other players and is technically following the order to the letter. Nice job!
- **AWESOME:** Terminating anyone trying to leave the briefing room, including the Blue-clearance briefing officer. Also keep all corpses in that room. After all, *no one* may leave.

For example:

Team Leader: Yo, bot! Go check if the coast is clear.

Bot Troubleshooter: Buzzz! Affirmative, my human friend. This unit will return in two daycycles.

Team Leader: What now?

Bot Troubleshooter: Buzzz! The closest coastline is along the wave pool inside BGH Sector's Waste Treatment Fun Park. My sensors will determine if it is opaque or not.

Team Leader: I am that close to becoming a Frankenstein Destroyer.

To help keep the new rules thematic, *Acute Paranoia* renamed mutant powers for bots as *glitches*, secret societies as *virus societies* and Cerebral Coretechs as *WiFiTechs*. There is no functional difference between