

# PARANOIA®

## 404 COMPENDIUM

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The wheels on the bus go 'round and 'round... and run over traitors.



## (Introduction)

Paranoia is a weird game. (Oh, you don't say?) Published missions for this RPG get a lot of love, which is understandable because they are chock-a-block with amazing writing, clever Catch-22s, and jokes you have to look up to get. But Paranoia is still a roleplaying game. Some Gamemasters like making their own missions up to torture and delight their players on a more personal level!

During the Kickstarter for this shiny new edition, we created six books to help GMs do just that. But who wants the hassle of buying six separate things? Would it not be easier to cram all six into one title for your buying convenience?

That is what you have in your hot little hands. Here, GMs can find a gaggle of NPCs and bots, ways to complicate missions so players have more 'fun', five big-name villains complete with henchmen and mission prompts for easier generation and a collection of secret society flyers and hideouts. And to help generate more friction between players (a feature of this RPG), you also get a character creation mini-game that lets players mess with each other more.

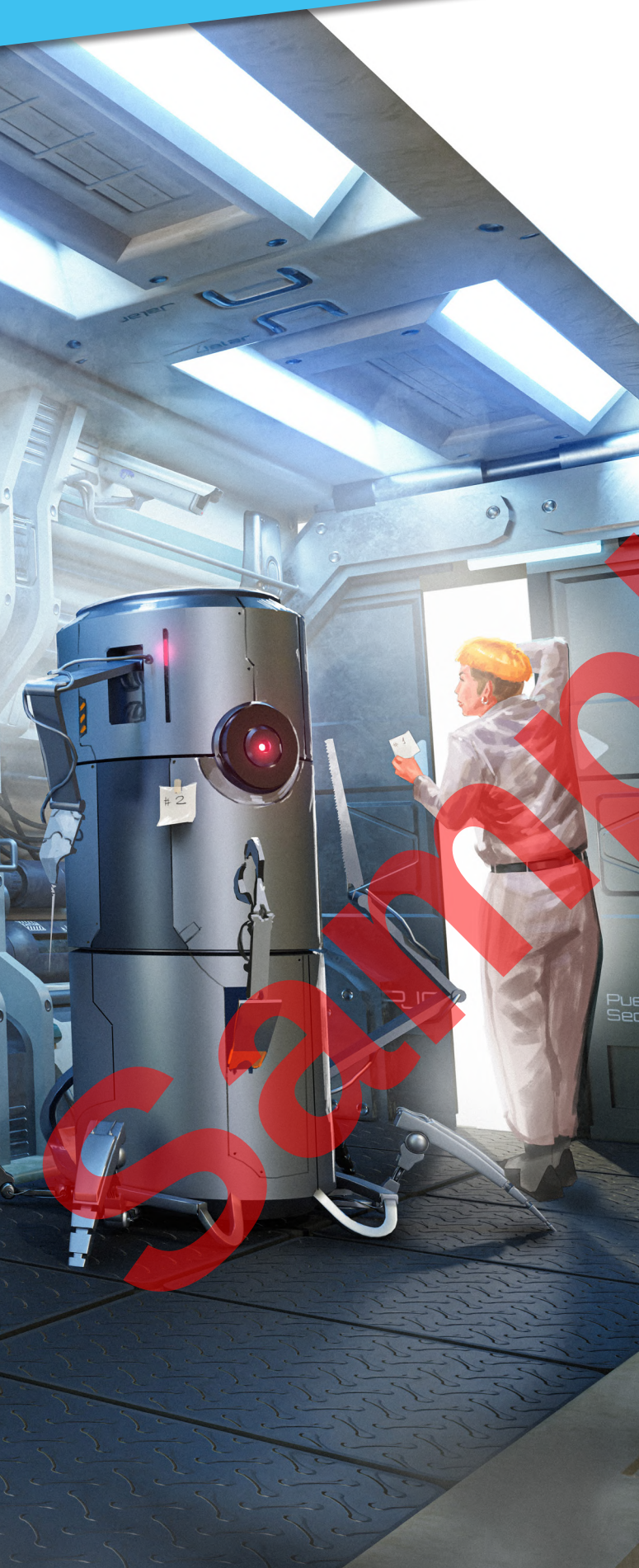
One last tidbit for GMs: Always remember these are games meant to be fun for everybody. Be snarky, duplicitous and evil all you want, but make sure your players are enjoying the madness as much as you are.



(CENTRAL CASTING)



Please wait here until the Troubleshooters do something stupid.



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## WELCOME TO CENTRAL CASTING

Running a game of *Paranoia* is very different compared to other RPGs. Not only do you have immense power, you have immense responsibilities to use that power wisely. Besides terminating Troubleshooters whose players are running late, you will also have to play the non-player characters (NPCs).

For some GMs, this is no sweat. They think of character details on the fly, so they can wing it through the entire mission. Famous Game Designers are not like those GMs; we need some stats and advice for running different NPCs or they all sound like the same Brit who auditioned but failed to get into Monty Python. That is where *Central Casting* comes in handy.

Here, you will find a collection of NPCs for immediate use in your *Paranoia* missions. Whether we are talking about needing a character for a published mission currently going pear-shaped or some characters to flesh out your homemade mission, you can drag-and-drop these NPCs into scenes as needed. Each comes with different details, including the NPC's immediate plans, giving them motivation. They also have strange looks and quirks so they feel different instead of cookie-cutter.

Never tell anyone you used this book! Let them think you are massively talented and quick-witted. After all the work you do to make these game sessions happen, you deserve it. (Or maybe you are a lazy sod. Makes no difference to us since you bought the book already.)

### Somebodies vs. Nobodies

As described in the new *Paranoia*, all NPCs are divided into two categories (beyond the usual *might be useful to my plans* vs. *can terminate for funsies*):

- **Somebodies** are important NPCs that often interact with the Troubleshooters, so they get more details for GMs to use. Here, we created 23 Somebodies for the NPCs that Troubleshooters often face, such as briefing officers and R&D scientists.
- **Nobodies** are background extras important only to themselves. To save on word counts, these get fewer details but you get more: 60 Nobodies from every service group and secret society.

If you have a Somebody that gets used like a Nobody (i.e. it turns out the Somebody is super minor to the plot), no problem. You just have more details than normal

and, as a wise man once said, too much is always better than not enough. If you need the reverse – you have a Nobody but need a Somebody – then you just need to do a little work:

- Use your memory or the character creation rules in the corebook to create the Basics: Service Group, Secret Society and Mutation.
- Likewise, think of or look up one or two pieces of equipment that makes sense, such as a laser rifle for a soldier or a wee bit of weapons-grade uranium for an R&D scientist. Remember, making up your own gear is perfectly fine since you are a *Paranoia* GM and can do that kind of stuff regularly.

## 5 Tips for Running *Paranoia* NPCs

1. **Follow the plan for character motivation:** Every NPC in *Paranoia* comes with a plan, which is what that character wants to happen. It can be a short-term thing or a long-term one but all characters need some motivation – and the plans are just that.
2. **Use quirks in speech:** Along the same lines, NPCs include quirks that describe weird, little things they do when they speak or act. Roleplay these! They help players differentiate between NPCs, which in this game can be a fatal mistake to miss. Besides, GMs get to roleplay too and these help make that more fun.
3. **Describe the NPC using their looks:** Players typically want a visual description of locations and people. You can deliver that by focusing on the looks portion of the NPC's stats. Quirks give the character a voice and looks give the character... well, a *look*. That is why we call it *looks*. Makes sense, no?
4. **Use NPCs as meta tools:** While you want to nail the motivation, speech and looks, keep in mind that NPCs are only there to be used as tools for this scene. Maybe you need to nudge the Troubleshooters back on course. Maybe the players are getting big for their britches and need a reminder of how unimportant their PCs are. Think of the purpose of adding this NPC into the mission and use the character as a tool to make that purpose happen.
5. **Be aware of security clearance differences:** Given how important security clearances are in the setting, the clearance of NPCs can be quite important. If the NPC is lower in clearance than the Troubleshooters, remember that they will usually follow orders.