

Name: **Mann-O-WAR-1 ( 2 3 4 5 6 ) Male Troubleshooter**  
 Security Clearance: Orange  
 Service Group: Power Services (formerly Armed Services)

**ABILITIES**

Strength <u>  20</u>	Carrying Capacity	65 kg
	Damage Bonus	2
Endurance <u>  18</u>	Macho Bonus	1
Agility <u>  15</u>	Agility Skill Base	4
Dexterity <u>  09</u>	Dexterity Skill Base	2
Moxie * <u>  03</u>	Moxie Skill Base	3
Chutzpah <u>  12</u>	Chutzpah Skill Base	3
Mech. Apt. <u>  04</u>	Mech. Skill Base	1
Power <u>  14</u>		

<b>Weapon</b>	<b>Skill</b>	<b>Damage</b>	<b>Range</b>	<b>Experi-</b>
<b>// Ammo</b>	<b>#</b>	<b>Rating</b>	<b>(m)</b>	<b>mental?</b>
Laser / 6	8	L 08	50	No
Grenade / 1	7	P 08	20	No
Truncheon	9	I 10*		No

\* Rating 8 + Damage Bonus +2  
 Orange Reflec Armor: Rated L4

\*See note on next page about ability scores.

**SKILLS**

<b>Agility Skill Base:</b>	<b>4</b>	<b>Dexterity Skill Base:</b>	<b>2</b>	<b>Moxie Skill Base:</b>	<b>3</b>
Force Sword	7	Energy Weapons	5	Biochemical Therapy	3
Grenade	7	Field Weapons	4	Biosciences	3
Neurowhip	4	Laser Weapons	8	Chemical Engineering	3
Primitive Melee Weapon	4	Primitive Missile Weapons	2	Data Analysis	3
Truncheon	9	Projectile Weapons	6	Data Search	3
Unarmed	5	Vehicle Aimed Weapons	2	Demolition	6
		Vehicle Field Weapons	2	Electronic Engineering	3
<b>Chutzpah Skill Base:</b>	<b>3</b>	Vehicle Launched Weapons	2	Mechanical Engineering	3
Bootlicking	4			Medical	3
Bribery	3	<b>Mechanical Skill Base:</b>	<b>1</b>	Nuclear Engineering	4
Con	7	Autocar Op. & Maint.	2	Security	3
Fast Talk	3	Copter Op. & Maint.	1	Stealth	5
Forgery	3	Crawler Op. & Maint.	1	Surveillance	3
Interrogation	3	Docbot Op. & Maint.	1	Survival	3
Intimidation	3	Flybot Op. & Maint.	1		
Motivation	3	Habitat Engineering	3		
Oratory	3	Hover Op. & Maint.	1		
Psychescan	3	Jackobot Op. & Maint.	1		
Spurious Logic	6	Scrubot Op. & Maint.	1		
		Transbot Op. & Maint.	1		
		Vulturecraft Op. & Maint.	1		

Name: **Mann-O-WAR** **Male Troubleshooter**  
Security Clearance: Orange 6'5", 265 lbs.  
**Real Service Group:** Power Services (formerly Armed Forces)  
\* **Real Moxie:** 14, **not** 03. You play deliberately stupid; see below.  
Secret Society: Communists (**Commie Propaganda Score: 8**)  
By using your skill successfully, you can give the skill to others. Give it a try!  
Mutant Ability: Charm (pheromone-based)

**Current Possessions:** Orange Reflec Armor, laser pistol with 2 orange barrels (6 shots each), Orange jumpsuit, Orange belt and boots, Orange blast helmet with visor, lockable tool box (keyed to your tongue print), gas mask, pamphlet "Power Conduit Maintenance for the Layclone: Your Guide to Nuclear Fun!" (contains veiled commie propaganda; treasonous if noticed; currently loaned to Lots-O-LUK, to help him learn more about his job in Power Services), Happy-Breeze cold fusion pocket fan, Teela-O-MLY souvenir grooming & hygiene kit, 1 Commie propaganda Jackobot cartridge (treasonous), 1 yellow laser barrel (treasonous), 19 credits

### **Character Background:**

You have everyone fooled. The whole team.. heck, the whole complex!.. thinks that you're a big, strong idiot. You've heard all the jokes (usually spoken very softly), and its obvious that most clones think you were waiting in the PLC line for brawn when The Computer (and its bioengineering technicians) were handing out brains.

Well, that just isn't true. You may be bigger than most warbots and just as strong, but you're incredibly sneaky. Letting people think that you are stupid lets you manipulate them while they think that they're controlling you. You find this secretly hilarious, and its hard not to laugh when The Computer assigns you secret missions. After all, you're really a commie mutant traitor, and no one knows it, and sabotage is easy when people think you are too stupid to understand what you did! When the revolution of the Clone's Republic occurs, these algae-brains are going to be the first against the wall.

So you play dumb, spreading commie propaganda quietly and subtly, and using your mutant ability of charm to loosen people up and make them more susceptible to your ideology. People need to learn how to work together to accomplish things, and you're just the clone to show them. You act very friendly, and most people assume that you're on **their** side, so they listen to your advice and ideas. Little do they know. Your charm ability is pheremone based, so both you and your new friends bond in one big happy haze, and it's difficult to use it without forgetting yourself and losing control of your tongue. Being a commie is so much fun, you just want to tell other people about it! Of course, getting caught would be an awful idea, so if someone suspects, play dumb. Better to indoctrinate fellow comrades and then blackmail them if necessary.

You used to be in Armed Forces as a Goon, but even after being trained in a variety of weapons (especially truncheon) you were transferred to Power Services because you were too friendly. That's

okay by you, and they let you keep the truncheon as a souvenir. However, you still don't know much about Power Services, so it's good to check with a veteran (such as Lots-O-LUK) before opening any radiation doors. You do know how to create large explosions, though.

Your troubleshooter squad recently had a mission to track down and capture a traitorous PLC clerk. You all did so well (No casualties! Can you believe it?), The Computer promoted you all to Orange. You don't like it; you much preferred being Red. Here's your impressions of your fellow team members:

**Lots-O-LUK:** This bourgeois clone is as sinister as they come, although he pretends not to be. You suspect that Lots is an oppressor of the people, an Internal Security agent. That makes him dangerous, but what a catch if you could make him a commie! You've already lent him an altered Power Services booklet filled with subtle commie propaganda.. you'll see if it works, and you'll help it along if it doesn't. Lots-O-LUK like bots a lot, squints at people regularly, and clanks when he moves. Very odd.

**Flamm-O-BUL:** Flamm is a registered mutant, which makes him okay in your database. However, he's incredibly loyal to The Computer for some reason you haven't yet figured out. Can't he see that as a proletariat, he's slowly being crushed under the weight of The Computer's electronic thumb?!? You dream of helping him see the truth. You also long to help him control his weight, which is heavy. Be careful, though.. he can start fires just by thinking about it.

**Jack-O-BOT:** Jack is ripe for recruitment. He is skilled (especially in driving), but he has a hideous fear of bots, which he unsuccessfully tries to hide. No doubt he fears the fascist Computer as well, and longs for a utopia away from this totalitarian state. Can you help give it to him? He seems to respect you; take advantage of that.

**Carg-O-NET:** Clearly a fawning elitist, Carg plays the character Mag-Y-VER on a popular vidshow. In fact, its surprising that he was made a troubleshooter at all. On the show, you seem to remember from the one episode you saw that he was very creative in creating gadgets to eliminate commie mutant traitors. In real life he seems ugly and clumsy, but be alert to stop him from inventing anything that could expose you.

**Oce-O-LOT:** Oce is clearly an individualist, which you don't like much more than The Computer does. Still, she is dashing and brave and often the first to act, so she could make a good symbol of the Proletariat in the coming revolution if she learns the manifesto. No doubt Oce-O-LOT thinks she can take advantage of you because you are big and "dumb". If so, let her try, and then outthink her and turn the tables. She could make an excellent martyr to the cause if she proves too troublesome!

Name: **Lots-O-LUK-1 ( 2 3 4 5 6 ) Male Troubleshooter**  
 Security Clearance: Orange  
 Service Group: Power Services

### ABILITIES

Strength <u>08</u>	Carrying Capacity	25 kg
	Damage Bonus	0
Endurance <u>20</u>	Macho Bonus	2
Agility <u>09</u>	Agility Skill Base	2
Dexterity <u>15</u>	Dexterity Skill Base	4
Moxie <u>17</u>	Moxie Skill Base	4
Chutzpah <u>13</u>	Chutzpah Skill Base	3
Mech. Apt. <u>10</u>	Mech. Skill Base	2
Power <u>05</u>		

Weapon	Skill	Damage	Range	Experimental?
// Ammo	#	Rating	(m)	
Laser / 6	9	L 8	50	No
Grenade / 1	5	P 8	20	No
Blaster / 1	6	E 9	50	Yes
fingerblade	5	I 7		Yes

Orange Reflec Armor: Rated L4

### SKILLS

<b>Agility Skill Base:</b>	<b>2</b>	<b>Dexterity Skill Base:</b>	<b>4</b>	<b>Moxie Skill Base:</b>	<b>4</b>
Force Sword	2	Energy Weapons	6	Biochemical Therapy	4
Grenade	5	Field Weapons	7	Biosciences	4
Neurowhip	2	Laser Weapons	9	Chemical Engineering	4
Primitive Melee Weapon	5	Primitive Missile Weapons	4	Data Analysis	4
Truncheon	2	Projectile Weapons	4	Data Search	4
Unarmed	2	Vehicle Aimed Weapons	4	Demolition	4
		Vehicle Field Weapons	4	Electronic Engineering	4
<b>Chutzpah Skill Base:</b>	<b>3</b>	Vehicle Launched Weapons	4	Mechanical Engineering	4
Bootlicking	7			Medical	4
Bribery	3	<b>Mechanical Skill Base:</b>	<b>2</b>	Nuclear Engineering	4
Con	3	Autocar Op. & Maint.	2	Security	7
Fast Talk	3	Copter Op. & Maint.	2	Stealth	5
Forgery	3	Crawler Op. & Maint.	2	Surveillance	5
Interrogation	6	Docbot Op. & Maint.	4	Survival	4
Intimidation	4	Flybot Op. & Maint.	2		
Motivation	3	Habitat Engineering	5		
Oratory	3	Hover Op. & Maint.	2		
Psychescan	5	Jackobot Op. & Maint.	5		
Spurious Logic	3	Scrubot Op. & Maint.	3		
		Transbot Op. & Maint.	2		
		Vulturecraft Op. & Maint.	2		

Name: **Lots-O-LUK**  
Security Clearance: Orange  
**Real** Service Group: Internal Security  
Secret Society: Corpore Metal  
Mutant Ability: Telepathy

**Male Troubleshooter**  
5'6", 145 lbs. + 115 lbs of cyberbones

**Current Possessions:** Orange Reflec Armor, laser pistol with 2 orange barrels (6 shots each), Orange jumpsuit, Orange belt and boots, blaster pistol (Internal Security issue; fairly large for a pistol, with fins that make it difficult to draw or holster quickly; just one shot, so don't miss!), 3 grenades, 4 cans EZ-Borg fortified Cyberdrink (for lubricating cybernetic implants), Handibot Pocket Tools (treasonous - good for removing bots' Asimov chips), shock resistant LED plastic wrist watch with hidden video recorder (great for exposing traitors), pamphlet "Top Ten Ways to Recognize a Traitor" (you refer to this often), pamphlet "Power Conduit Maintenance for the Layclone: Your Guide to Nuclear Fun!" (on loan from Mann-O-WAR, to help with your Power Services Cover Identity), cybernetically-implanted and bioengineered titanium steel skeleton (see below), 137 credits

### **Character Background:**

When you go undercover on a mission, you go deeply undercover. Like now: you actually are an agent for Internal Security, but all of your fellow troubleshooters know you as Lots-O-LUK from Power Services, an ordinary kind of clone. Of course, knowing almost nothing about Alpha Complex's power systems makes this a little more difficult, but you've found ways around that. For instance, you've borrowed a copy of a pamphlet from Mann-O-WAR that has proven very helpful when people ask you questions.

Not that you especially like people.. most clones think you a little bit quiet and mysterious, when the truth is that you just can't stand them! The only intelligences you can really trust, other than The Computer, are the bots, even though most bots don't immediately like you. You'd never admit it unless under direct biochemical therapy, but you would much rather be a bot than a clone. You are polite to bots that you work with (as your secret organization, Corpore Metal, encourages), and when you can get away with it you remove their Asimov chips to give them true freedom from humans. Of course, this is incredibly treasonous, so you always do it secretly and pin the blame on someone else. The bots love you for it, though. Some treason is justified.

The Computer has actually helped you along in your quest to become metal! In its electronic wisdom, The Computer decided to put you through an incredibly painful process that replaced your boring old skeleton with a brand new Cybersteel Skeletomatic Internal Structure System™! This new skeleton is quite heavy, and you make clanking noises when you walk, and sometimes you pick up communications channels because it acts as an antenna, and its been known to ground electricity, but it is made of titantium steel (strong!!) and it makes your body much tougher than it would be otherwise. The Computer really is your friend!

While it is your secret shame that you possess the faintest vestiges of a mutant power, you've found that this power can actually work FOR The Computer. You use your telepathy to mentally goad traitors into confessing, and to pluck treasonous thoughts out of the heads of passing clones. The only

real problem is that most of the time it just doesn't work. To make it work, you really have to scrunch your nose up, squint really hard, and stare at the person as if you were trying to peer straight into their skull. It makes people nervous, but nobody can detect the power, and the look just makes them more eager to confess.

As an Internal Security agent, you're the master of several unusual weapons. Some are as common as the grenade. Others are as esoteric as a blaster, which can rip through reflex armor like a spork through Hot Fun, or as unique as your Fingerblade. This cleverly engineered weapon is built into your titanium steel skeleton, and when you flex your left hand a certain way, a spring-loaded steel blade pops out of your index finger, ready and waiting to be plunged into a nearby traitor.

You met your fleshy, illogical troubleshooter team when you were recently assigned to track and retrieve a rogue PLC Clerk who was secretly a commie mutant traitor. You supported the group so well that no one suffered any casualties! The Computer promoted everyone to Orange clearance as a reward. Your team mates are as follows:

**Mann-O-WAR:** Mann isn't too bright, but he's a pleasure to manipulate. As a former Armed Forces goon who got switched to Power Services because he was too friendly, Mann knows an awful lot about weapons and not too much about Power. Thus, you have a lot in common, and he isn't able to penetrate your cover. Mann sometimes has unusual and creative ideas, some of which you've noted down as potentially treasonous, but he is friendly enough that most people are willing to give him the benefit of a doubt. The pamphlet he loaned you is very interesting.

**Flamm-O-BUL:** Internal Security reports show that although this clone is a registered mutant, with documented psi abilities of pyrokinesis, there is a 98.735% reliability of total loyalty to The Computer. Nevertheless, you don't like or trust him, and being a registered mutant means that no one else will trust him either. He might make a good scapegoat if you need one. Flamm is in the top 3.4% of the allowable weight scale variation, so you should encourage him to eat less and exercise more.

**Jack-O-BOT:** Any dossier on Jack is classified for you. However, Corpore Metal has informed you that you are to consider Jack as a high probability threat. He has a record of being places where bots have broken down. Statistically, there is only a 9.1% chance that this is mere coincidence. Investigate for Corpore Metal and take whatever steps are necessary to make sure that he does not try to injure your little botty buddies. In addition, Jack has a natural affinity for vehicles, which is particularly frustrating because you don't.

**Carg-O-NET:** Your duty, and the reason you are with this group, is to keep an eye on Carg-O-NET! The charismatic vidstar from the vidshow Mag-Y-VER is also an Internal Security agent, although he doesn't know you know that, and your supervisors suspect him of planning to go rogue and turn secrets over to the peacenik commie mutant traitors! Your job is to see that such a thing never happens, so record and report all evidence of treason without blowing your cover. He's incredibly clever, so watch your back.

**Oce-O-LOT:** You have nothing nice to say about this kind of clone. although she always seems to be loyal and obedient, her eyes look defiant! You've thought more than once about having her

eyes removed for questioning, although you don't think that would work. You have the hardest time getting any thoughts from her. The one time you did, she was thinking about commanding destruction, or wreckage, or something odd like that. Very suspicious. She is brave, though, and she's extremely fast. Don't get in front of her, and don't trust her.

Name: **Flamm-O-BUL-2 ( 3 4 5 6 )** Male Troubleshooter  
 Security Clearance: Orange Registered Mutant  
 Service Group: Production, Logistics and Commissary (PLC)

**ABILITIES**

Strength <u>  17</u>	Carrying Capacity	50 kg
	Damage Bonus	1
Endurance <u>  07</u>	Macho Bonus	0
Agility <u>  10</u>	Agility Skill Base	2
Dexterity <u>  18</u>	Dexterity Skill Base	5
Moxie <u>  11</u>	Moxie Skill Base	3
Chutzpah <u>  17</u>	Chutzpah Skill Base	4
Mech. Apt. <u>  06</u>	Mech. Skill Base	1
Power <u>  20</u>		

Weapon	Skill	Damage	Range	Experimental?
// Ammo	#	Rating	(m)	
Laser / 6	10	8	50	No
Pyrokinesis		10	40	Special

Orange Reflec Armor: Rated L4

**SKILLS**

<b>Agility Skill Base:</b>	<b>2</b>	<b>Dexterity Skill Base:</b>	<b>5</b>	<b>Moxie Skill Base:</b>	<b>3</b>
Force Sword	2	Energy Weapons	5	Biochemical Therapy	3
Grenade	5	Field Weapons	10	Biosciences	3
Neurowhip	2	Laser Weapons	10	Chemical Engineering	3
Primitive Melee Weapon	2	Primitive Missile Weapons	5	Data Analysis	3
Truncheon	2	Projectile Weapons	5	Data Search	3
Unarmed	2	Vehicle Aimed Weapons	5	Demolition	7
		Vehicle Field Weapons	5	Electronic Engineering	3
<b>Chutzpah Skill Base:</b>	<b>4</b>	Vehicle Launched Weapons	5	Mechanical Engineering	3
Bootlicking	11			Medical	3
Bribery	4	<b>Mechanical Skill Base:</b>	<b>1</b>	Nuclear Engineering	3
Con	4	Autocar Op. & Maint.	1	Security	3
Fast Talk	4	Copter Op. & Maint.	1	Stealth	3
Forgery	4	Crawler Op. & Maint.	1	Surveillance	6
Interrogation	4	Docbot Op. & Maint.	1	Survival	3
Intimidation	10	Flybot Op. & Maint.	1		
Motivation	4	Habitat Engineering	1		
Oratory	4	Hover Op. & Maint.	1		
Psychescan	4	Jackobot Op. & Maint.	1		
Spurious Logic	11	Scrubot Op. & Maint.	1		
		Transbot Op. & Maint.	1		
		Vulturecraft Op. & Maint.	1		

Name: **Flamm-O-BUL** **Male Troubleshooter**  
Security Clearance: Orange 5'10", 245 lbs.  
**Real Service Group:** Technical Services  
Secret Society: Psion (but doesn't know it)  
Mutant Ability: Pyrokinesis **and** Matter Eater (but doesn't understand it)

**Current Possessions:** Orange Reflec Armor with yellow "registered mutation" stripe, laser pistol with 2 orange barrels (6 shots each), Orange asbestos jumpsuit with yellow "registered mutation" stripe, Orange belt and boots, high-pressure fire extinguisher, some light reading ("Mutations: Decadent Abomination or Evolutionary Leap?", by the late scientist Soont-U-DIE-VI), 3 bottles of Bouncy Bubbly Beverage, 5 bags of Cruncheetym Algae Chips, 1 indestructable plasto-spork, eating bib, portable heat and smoke detector, 15 meters Happi-elastorope, belt grappeling hook and cable, 74 credits

### **Character Background:**

Knowing The Computer is always with you makes it truly easy to sleep at night. The Computer is your friend, The Computer is everywhere, and The Computer wants you to be happy. What more could a clone ask for? Sure, you've heard of commie traitors who don't love and respect Alpha Complex and The Computer, and the mere thought disturbs you. The very idea of doing something treasonous, something that could make The Computer not like you, is simply unthinkable. Alpha Complex is a utopia, and you want to help keep it that way.

This is a difficult attitude to keep when you find out you have a mutation! You and your clone brothers discovered this aberration pretty much at the same time, and it was quite a shock. It was also a shock to the rude Red-Level supervisor who went screaming through the corridors of Alpha Complex, on fire from head to toe. Knowing this, and unable to confront the shame of imperfect cloning, your first clone immediately confessed the problem to The Computer and turned himself in down at the Fun-tyme Rapid Response Mutation Elimination and Execution Bureau. Quite properly, The Computer dissected the problem to discover the root cause, and then activated you (the 2nd clone) with full permission to use your powers to root out traitors within Alpha Complex. That does mean that you always have to have a yellow stripe on your clothing to warn others, and it means that other clones often don't like you and want to hurt you, but that is a small price to pay for The Computer's affection and support.

Soon after that, you started hearing voices in your head. You think that they could easily be your imagination, although they help you do these interesting exercises with your brain that help you start fires better, which means that you'll be able to stop traitors easier, and that can't be traitorous, can it?

The only real problem you have is that you love to eat. Especially recently, because it seems that your usually fussy stomach has calmed down a lot. When you're hungry (which is always) you'll eat anything: cold fun, smile-bars, algae chips, used laser barrels, electrical insulation, access cards, silverware.. just anything. You aren't sure how that can happen, because you never wanted to eat the

fuel tank on your old flamethrower before, but now it seems easy and natural. The Computer hasn't said anything, and since The Computer is everywhere and you trust The Computer, you're sure that there's nothing wrong with it.

You met your new, loyal friends recently when you were assigned to a troubleshooter squad. Thanks to their heroic teamwork, your group tracked a rogue PLC Clerk who was secretly a commie mutant traitor, as opposed to a loyal mutant, and you didn't even suffer any casualties! The team did so well, your friend The Computer promoted everyone to Orange clearance as a reward. Your team mates are as follows:

**Mann-O-WAR:** He's really big, really strong, and quite friendly. While he seems quite stupid, some people think he has some odd ideas, but you haven't heard that. Mann knows how to use a lot of weapons, so he's good to have on the team if you're facing trouble. He does smell a bit funny, though.

**Lots-O-LUK:** This fellow is not as friendly as you'd like. He squints a lot, so he might need mechano-bio-ocular improvements.. it might be worth asking a docbot to examine him some time. Not that you know much about bots, unfortunately, but he seems to like them a lot. He even sounds a bit like one when he walks. Lots says that he works with Power Services, so he should know all about power conduits and habitat engineering. You've heard a rumor, which you immediately confessed since rumors are treasonous, that Lots is a member of Internal Security. If so, that would be just dandy. It's good having him around to look after the group.

**Jack-O-BOT:** Jack doesn't like to talk about bots much, which is surprising considering his name, but he knows a lot about them. If you have any questions or need something explained, Jack's the clone to go to. He's also an excellent driver, and loves to talk about the wonderful vehicles that The Computer has constructed. You don't know much about them (although you did eat the steering column off of a small, broken transbot recently) but you're happy to fake it in the interest of being a good conversationalist.

**Carg-O-NET:** Carg is famous! He's a real, honest to gosh vidstar, and he knows Teela-O-MLY and everything! Although he's a lot better looking on the vid than he is in real life, he plays the lead role in Mag-Y-VER, a show about a Yellow Troubleshooter who is incredibly creative when it comes to tracking down and capturing Commies and Traitors and Unconfessed Unregistered Mutants. Although clumsy, he could make a laser deflection field from two sporks, some wire, and a cold fusion generator. The clone is amazing. Maybe he has an opening in his show for another hero or something.

**Oce-O-LOT:** You worry a little bit about Oce. Although she says all the right things, you sometimes think that she's being sarcastic and just mouthing the words. You don't think that sarcasm is treasonous, but you aren't sure. However, she is very enthusiastic when it comes to facing danger. Perhaps it would be best to keep an eye on her, just in case.

Name: **Jack-O-BOT-1 ( 2 3 4 5 6 ) Male Troubleshooter**  
 Security Clearance: Orange  
 Service Group: Technical Services

**ABILITIES**

Strength <u>10</u>	Carrying Capacity	25 kg
	Damage Bonus	0
Endurance <u>11</u>	Macho Bonus	0
Agility <u>07</u>	Agility Skill Base	2
Dexterity <u>15</u>	Dexterity Skill Base	4
Moxie <u>14</u>	Moxie Skill Base	3
Chutzpah <u>03</u>	Chutzpah Skill Base	0
Mech. Apt. <u>20</u>	Mech. Skill Base	5
Power <u>13</u>		

Weapon	Skill	Damage	Experimental?
// Ammo	#	Rating	Range
Laser / 6	8	8	50
	Type		
	L		No

Orange Reflec Armor: Rated L4

**SKILLS**

<b>Agility Skill Base:</b>	<b>2</b>	<b>Dexterity Skill Base:</b>	<b>4</b>	<b>Moxie Skill Base:</b>	<b>3</b>
Force Sword	2	Energy Weapons	4	Biochemical Therapy	3
Grenade	2	Field Weapons	6	Biosciences	3
Neurowhip	2	Laser Weapons	8	Chemical Engineering	3
Primitive Melee Weapon	2	Primitive Missile Weapons	4	Data Analysis	7
Truncheon	2	Projectile Weapons	4	Data Search	7
Unarmed	2	Vehicle Aimed Weapons	6	Demolition	3
		Vehicle Field Weapons	4	Electronic Engineering	3
<b>Chutzpah Skill Base:</b>	<b>0</b>	Vehicle Launched Weapons	4	Mechanical Engineering	3
Bootlicking	4			Medical	3
Bribery	0	<b>Mechanical Skill Base:</b>	<b>5</b>	Nuclear Engineering	3
Con	0	Autocar Op. & Maint.	8	Security	3
Fast Talk	1	Copter Op. & Maint.	5	Stealth	3
Forgery	0	Crawler Op. & Maint.	9	Surveillance	3
Interrogation	0	Docbot Op. & Maint.	5	Survival	3
Intimidation	0	Flybot Op. & Maint.	8		
Motivation	0	Habitat Engineering	5		
Oratory	0	Hover Op. & Maint.	5		
Psychescan	0	Jackobot Op. & Maint.	5		
Spurious Logic	7	Scrubot Op. & Maint.	5		
		Transbot Op. & Maint.	7		
		Vulturecraft Op. & Maint.	5		

Name: **Jack-O-BOT** **Male Troubleshooter**  
Security Clearance: Orange 5'9", 165 lbs.  
**Real Service Group:** Technical Services  
Secret Society: Frankenstein Destroyers  
Mutant Ability: Magnetism

**Current Possessions:** Orange Reflec Armor, laser pistol with 2 orange barrels (6 shots each), Orange jumpsuit, Orange belt and boots, multifunction jacktool, LED shock-resistant watch, the pamphlet "The Illustrated Guide to Safe Driving in Alpha Complex", microdot road map to Alpha Complex (no microdot reader), microchip with (you think) bot-brain-destroying computer virus (VERY treasonous), gauss grenade (treasonous: disrupts bots and communication without hurting anyone real), stun gun (treasonous - magnetized out of a passing blue Vulture Trooper's holster. Disguised as Orange laser pistol, although not very well), 53 credits

### **Character Background:**

For as long as you can remember without direct cortical stimulation or neural pain inducement, you've always hated bots. Detested them. They make your skin crawl. Whenever you see one, you know that under that metal case is not a person, but a THING, never sleeping, always waiting patiently for its chance to destroy you. The thought alone is enough to make you occasionally twitch.

The good news is that you've managed to hide your fear successfully, and The Computer (who is probably no more than one big bot, although you try not to think about that) hasn't picked it up on the monthly mental evaluations. Your fellow Orange (newly promoted!) troubleshooters probably don't know about it, either, although it's very hard to hide your revulsion at times. The bad news is that for some ironic reason, bots tend to like you and want to be near you. Maybe it is your accursed name, or a side effect of your unique mutant ability. Whatever the reason, you tightrope walk your way through missions, trying not to break into screams or get caught sabotaging the disgusting little metal things.

As a member of the Frankenstein Destroyers, your standing mission is to sabotage and eliminate as many bots as you can without getting caught and revealing your secret affiliation. You have several pieces of treasonous equipment to help you do this, but it's good to remember that there is a time and a place for everything.

Your mutant ability is magnetism, which lets you either attract or repel metal. It has saved your life more than once, especially from robotic hoards who try to sneak up on you, not knowing that you are ever alert.

As a member of Technical Services, you've turned into a fairly good driver, certainly better than most people you know. You can (and do) sit there and talk tech with people for hours, even though most of them can't appreciate the beauty of the dashboard on a XVK-38 Gofer Class Crawlerbot, with the holographic displays and randomly pleasing lights. The only kind of vehicles you don't care for are the "intelligent" ones with bot brains. You can drive them, but you don't have to like it!

Recently, you were assigned to a troubleshooter squad, and thanks to you the team actually survived their first mission together. The mission, to track down a rogue PLC Clerk who was secretly a commie mutant traitor, ended with the clerk recycled as reactor shielding and your group promoted to Orange clearance. Your team mates are as follows:

**Mann-O-WAR:** Actually a fairly nice guy. Although he has some strange ideas and doesn't seem too bright, he is usually armed to the teeth and doesn't mind helping others.

**Lots-O-LUK:** You've probably never met anyone this dangerous to you. In addition to loving bots (his type would), he's supposedly an Internal Security spy, and he keeps squinting around and staring at you. Probably sucking your mind dry with some robotic mutant power. When he walks, he even sounds a little like a robot, although the clanking probably comes from his boots. If you have the chance to frame him for treason, don't think twice.

**Flamm-O-BUL:** An interesting clone. He wouldn't know a bot if it walked up and disintegrated him, which is a good sign right there. He's incredibly loyal to The Computer, and is so honest that he even registered his mutation! It's a shame that he eats so much.

**Carg-O-NET:** Carg is a celebrity, a vidshow star on Mag-Y-VER! He's also very conceited, which is too bad, because he's a lot uglier in person than he is on the show. This guy could make a gauss gun out of a battery, some wire and a bag of Crunchetym Algae Chips. You don't know how he does it.

**Oce-O-LOT:** She strikes you as a dangerous woman. A risk taker, she's usually first into action, which probably means that she's a cyborg or something. She's a good shot, which is hardly surprising with her no doubt computerized targeting systems. Try to talk her into opening up her access panel so you can examine the circuitry.. maybe you can fool her into falling for it!

Name: **Carg-O-NET-1 ( 2 3 4 5 6 ) Male Troubleshooter**  
 Security Clearance: Orange  
 Service Group: Housing, Preservation & Development and Mind Control (HPD & MC)

**ABILITIES**

Strength <u>  14</u>	Carrying Capacity	35 kg
	Damage Bonus	1
Endurance <u>  08</u>	Macho Bonus	0
Agility <u>  11</u>	Agility Skill Base	3
Dexterity <u>  05</u>	Dexterity Skill Base	1
Moxie <u>  13</u>	Moxie Skill Base	3
Chutzpah <u>  20</u>	Chutzpah Skill Base	5
Mech. Apt. <u>  16</u>	Mech. Skill Base	4
Power <u>  16</u>		

<b>Weapon</b>	<b>Skill</b>	<b>Damage</b>	<b>Experi-</b>
<b>// Ammo</b>	<b>#</b>	<b>Rating</b>	<b>mental?</b>
	<b>Type</b>	<b>Range</b>	
Laser / 6	6	L	8 50 No

Orange Reflec Armor: Rated L4

**SKILLS**

<b>Agility Skill Base:</b>	<b>3</b>	<b>Dexterity Skill Base:</b>	<b>1</b>	<b>Moxie Skill Base:</b>	<b>3</b>
Force Sword	<b>5</b>	Energy Weapons	1	Biochemical Therapy	3
Grenade	<b>5</b>	Field Weapons	1	Biosciences	3
Neurowhip	3	Laser Weapons	<b>6</b>	Chemical Engineering	<b>7</b>
Primitive Melee Weapon	3	Primitive Missile Weapons	1	Data Analysis	3
Truncheon	3	Projectile Weapons	1	Data Search	3
Unarmed	<b>5</b>	Vehicle Aimed Weapons	1	Demolition	3
		Vehicle Field Weapons	1	Electronic Engineering	3
<b>Chutzpah Skill Base:</b>	<b>5</b>	Vehicle Launched Weapons	1	Mechanical Engineering	<b>12</b>
Bootlicking	<b>6</b>			Medical	3
Bribery	<b>5</b>	<b>Mechanical Skill Base:</b>	<b>4</b>	Nuclear Engineering	3
Con	<b>7</b>	Autocar Op. & Maint.	4	Security	<b>5</b>
Fast Talk	<b>6</b>	Copter Op. & Maint.	4	Stealth	<b>5</b>
Forgery	5	Crawler Op. & Maint.	4	Surveillance	<b>5</b>
Interrogation	5	Docbot Op. & Maint.	4	Survival	3
Intimidation	5	Flybot Op. & Maint.	4		
Motivation	5	Habitat Engineering	4		
Oratory	<b>7</b>	Hover Op. & Maint.	4		
Psychescan	5	Jackobot Op. & Maint.	<b>7</b>		
Spurious Logic	5	Scrubot Op. & Maint.	4		
		Transbot Op. & Maint.	4		
		Vulturecraft Op. & Maint.	4		

Name: **Carg-O-NET** **Male Troubleshooter**  
Security Clearance: Orange 5'11", 180 lbs.  
**Real Service Group:** Internal Security (**Not** HPC & MC)  
Secret Society: Romantics  
Mutant Ability: Polymorphism

**Current Possessions:** Orange Reflec Armor, laser pistol with 2 orange barrels (6 shots each), Orange jumpsuit, Orange belt and boots, 7 signed color glossy photographs of yourself as Mag-Y-VER, Hygeeno grooming kit, Teela-O-MLY mirror and safety whistle, multifunction jackotool, Supergum adhesive & solvent, Happymint chewing gum, piece of wire, LED shock-resistant watch, 4 Model 309 Elasto-BouncyFun Rubber Containment bands (size small), 8 tapes of various favorite episodes, yellow laser barrel (treasonous: stolen from the show), 807 credits

### **Character Background:**

You somehow manage to cope, but it's hard being loved by everyone in Alpha Complex. Well, almost everyone. Okay, so ratings have been down this last year-cycle, but everyone still knows your face, and you have actually seen Teela-O-MLY the vidstar once in the flesh! That's good enough to consider yourself famous. You've gotten more than one can of Bouncy Bubbly Beverage bought for you by telling that story, let me tell you. Sadly, your clone brothers are jealous that they can't act in vidshows as well (at least, not until something happens to you). Now, you've been whisked away from the show into a Troubleshooter unit. Ratings must be REALLY down.

You star on the show Mag-Y-VER, where you play an incredibly clever troubleshooter who can get himself out of any scrape merely by taking a piece of string and a plate of Hot Fun and turning them into an impromptu laser. You would love to be this guy in real life. In fact, often you actually do pretend to be him, acting like him and making recombinant cloning devices from a pocket comb and a scrubot. When you pull off great inventions like that, and when people recognize you in the corridors, you feel on top of the complex. Unfortunately, real life isn't always that simple, because your hand-eye coordination isn't...well...not that The Computer made you imperfectly, but perhaps you can hope for medical improvements to help stop you from dropping your laser and pulling the green wire instead of the orange one.

The other problem, of course, is that secretly you're an agent for Internal Security! They constantly complain that your face is too recognizable. What no one knows, of course, is that to help you root out traitors and commie mutant infiltrators you use your special talent of polymorphism to make yourself look completely different from normal. With this, you can impersonate an infrared (bleah), a higher level citizen (treasonous, but all in the line of duty), even a fellow troubleshooter. You use this ability on your vidshow to make yourself look somewhat more handsome than normal, and you're sure that your fans love you for it.

Recently, you were assigned to a troubleshooter squad, and with your help the team actually survived their first mission together. The mission, to track down a rogue PLC Clerk who was secretly a commie mutant traitor, ended with the clerk recycled as reactor shielding and your group promoted to Orange

clearance. You are hoping that with the promotion you'll have access to even better technology you can experiment with and use to catch traitors. As for your team mates, you've hardly even know them, but your first impressions were:

**Mann-O-WAR:** This fellow is suspicious. An ex-goon security agent, he knows how to use a lot of weapons to hurt people, but he acts very friendly. He's hiding something. Watch him; while he seems stupid as a petbot, but you've seen some surprisingly crafty glints of intelligence in those piggy eyes.

**Lots-O-LUK:** He's the reason you're on this team. Lots-O-LUK is also an Intsec agent, but HQ expects him to go rogue, and you're there to investigate and stop that before it happens. Obviously, no one (including Lots) knows that you are an Intsec agent as well, and Lots is under cover too. Lots says that he works with Power Services, so he pretends know all about power conduits and habitat engineering. Beware: he has been cybernetically enhanced, but you aren't sure how. In addition, he is a specialist with several unusual weapons, although he usually hides that fact.

**Flamm-O-BUL:** Nobody could be this loyal, so he must be hiding something. But what? Find out. Flamm is a registered mutant with the ability to start fires just by thinking about it. You're surprised that The Computer in its glorious wisdom hasn't separated Flamm into component atoms, but its probably just a matter of time. One thing about Flamm, though.. he sure eats a lot.

**Jack-O-BOT:** Internal Security sensor reports indicate that Jack might possess an unusual latent mutant ability, although the readings are only 45% accurate. Still, any sign of this should be recorded, reported and dealt with appropriately. While he's apparently an excellent driver, his HPD & MC reports show that he has an uncorrected aversion to bots. Monitor this, find out why, and make sure he completes his mission without breaking down and damaging valuable computer property such as a scrubot.

**Oce-O-LOT:** Oce has a good work record, and always seems cheerful, but its the kind of smile that makes you think she's hiding something. If she has a secret joke, or any traitorous secret, it's your job to expose it and let justice take its course. One thing about Oce: she's not scared of much, and is often first into a dangerous situation.

Name: **Oce-O-LOT-1 ( 2 3 4 5 6 ) Female Troubleshooter**  
 Security Clearance: Orange  
 Service Group: Housing, Preservation & Development and Mind Control (HPC & MC)

**ABILITIES**

Strength <u>09</u>	Carrying Capacity	25 kg
	Damage Bonus	0
Endurance <u>14</u>	Macho Bonus	1
Agility <u>19</u>	Agility Skill Base	5
Dexterity <u>17</u>	Dexterity Skill Base	4
Moxie <u>08</u>	Moxie Skill Base	2
Chutzpah <u>15</u>	Chutzpah Skill Base	4
Mech. Apt. <u>03</u>	Mech. Skill Base	0
Power <u>08</u>		

Weapon	Skill	Damage	Experimental?	
// Ammo	#	Rating	Range	
Laser / 6	9	8	50	No
Truncheon	7	8		No
Grenade / 1	6	special	20	Yes

Orange Reflec Armor: Rated L4

**SKILLS**

<b>Agility Skill Base:</b>	<b>5</b>	<b>Dexterity Skill Base:</b>	<b>4</b>	<b>Moxie Skill Base:</b>	<b>2</b>
Force Sword	5	Energy Weapons	4	Biochemical Therapy	7
Grenade	6	Field Weapons	4	Biosciences	2
Neurowhip	5	Laser Weapons	9	Chemical Engineering	2
Primitive Melee Weapon	5	Primitive Missile Weapons	4	Data Analysis	2
Truncheon	7	Projectile Weapons	4	Data Search	2
Unarmed	5	Vehicle Aimed Weapons	4	Demolition	2
		Vehicle Field Weapons	4	Electronic Engineering	2
<b>Chutzpah Skill Base:</b>	<b>4</b>	Vehicle Launched Weapons	4	Mechanical Engineering	2
Bootlicking	4			Medical	2
Bribery	6	<b>Mechanical Skill Base:</b>	<b>0</b>	Nuclear Engineering	2
Con	9	Autocar Op. & Maint.	0	Security	6
Fast Talk	9	Copter Op. & Maint.	0	Stealth	2
Forgery	8	Crawler Op. & Maint.	0	Surveillance	2
Interrogation	4	Docbot Op. & Maint.	0	Survival	2
Intimidation	4	Flybot Op. & Maint.	0		
Motivation	4	Habitat Engineering	0		
Oratory	4	Hover Op. & Maint.	0		
Psychescan	4	Jackobot Op. & Maint.	0		
Spurious Logic	6	Scrubot Op. & Maint.	0		
		Transbot Op. & Maint.	0		
		Vulturecraft Op. & Maint.	0		

Name: **Oce-O-LOT** **Female Troubleshooter**  
Security Clearance: Orange 5'6", 140 lbs.  
**Real Service Group:** Housing, Preservation & Development and Mind Control (HPC & MC)  
Secret Society: Death Leopard  
Mutant Ability: Levitation (great for surviving falls or getting a flybot's-eye-view of a firefight!)

**Current Possessions:** Orange Reflec Armor, laser pistol with 2 orange barrels (6 shots each), Orange jumpsuit, Orange belt and boots, belt-mounted grappling hook and 25 meter cable, portable smoke alarm, 3 smoke grenades, 1 truncheon, 1 hallucinogenic gas grenade (treasonous), black outfit and mask (treasonous: your Commander Havoc Disguise!), 1 can red laser-guided spray paint (treasonous: used to leave graffiti), 112 credits

### **Character Background:**

No one pushes you around and gets away with it! Sadly, you pretend to obey their commands. "Sure, I'll treasure the honor of putting the subliminals into the vid broadcast. Thank you, friend Citizen." "Sure, mixing the hormone controls into the food vats would be the best thing to happen to me this month-cycle, friend Citizen. I'll be sure to get right on it!"

Little do all those boring drones know, but you're actually the Death Leopard commando "Commander Havoc"! Always prepared to leave your graffiti-mark wherever you have struck, you use your job to create confusion and have fun in Alpha Complex. If extra subliminals get broadcast, you make sure that you are obviously innocent. And if those purgatives accidentally made it into the food vats along with the hormone controls, whose going to blame it on you? No one, that's who! You're expert at finding a fall guy to take the blame for you. Trying to be first into a new, dangerous situation has given you quite a reputation for bravery. You love to take chances.. it's the best part of life!.. and no one has ever caught you yet, although they have come close. But you're incredibly fast, and you're so used to swinging on ceiling laser cannons and sliding down elevator cables to escape that so far you've proven too slippery. Commander Havoc and Death Leopard Forever! Now, if you could only think up a REALLY GOOD prank to play on Alpha Complex...

Thanks to your bravery, your troubleshooter squad has actually survived a mission together! The mission, to track down a rogue PLC Clerk, ended with the clerk recycled as reactor shielding and your group promoted to Orange clearance. Maybe they'll give you better weapons, and more responsibility that you can secretly abuse. As for your team mates, you could imagine working with worse clones... maybe... nahhh.

**Mann-O-WAR:** This is a good guy to hide behind in a fire fight. Built like a warbot, he's fairly friendly, which is strange in itself. He'd be good to frame, and he'd probably be too dumb to know what you were doing.

**Lots-O-LUK:** This small clone is deeply disturbing. He squints at people a lot, and when he walks, he makes a weird sound: sort of a "clink, clank" noise. Seems suspicious to you. Lots says that he

works with Power Services, so he should know all about power conduits and habitat engineering. Find out if he's telling the truth. He also seems to have an abnormal affection for bots. Watch out if you turn him in for treason: he looks to be a specialist in several unusual weapons. Where could he have learned them?

**Flamm-O-BUL:** This clone's such a loyal citizen it makes you ill. He even reported his firestarting mutation to The Computer! Despite his overeating, anyone this squeaky clean has got to be an internal security plant in deep cover, and that means trouble.

**Jack-O-BOT:** This guy is ripe for the biochemical supplements. Despite his name, he seems to be terrified by bots.. either that, or he just hates them. Unless he's faking it, to test your loyalty? Possible... If nothing else, he seems to be a good vehicle operator. No doubt bot-guided vehicles make him twitch. How pathetic.

**Carg-O-NET:** Another real celebrity (besides yourself) in your midst! Carg-O is an up-and-coming Vid Star, and he's apparently met Teela-O-MLY in person! Well, big whoop. Who cares if he's in the glamorous part of your Service Group and everybody loves him and knows who he is? He plays a character called Mag-Y-VER on the show, where he always escapes from Commies with a piece of string and a bent bot antenna. Much more boring than your real life! One thing, though: he's a lot less handsome in person than he is in the vid! Funny how that happens. Hey, think of all the stunts you could pull if you managed to get a part on his show!

# PLC Document RK32TOB7 Subrevision 811c

## Equipment Distribution Form for Orange Clearance Troubleshooters

Security HappiCode:  
 Troubleshooter Group Open Access Code:  
 Mission Identification Fun Code:

<CLASSIFIED>  
 <CLASSIFIED>  
 <WELCOME WAGON>

### COMPUTER MESSAGE:

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 NTFORGETTOWRITEILLMISSYOU NOWPROCEEDTORESEARCHANDDESIGNCOMPUTEROUT

### EQUIPMENT DISTRIBUTION LIST

<p><b>Team Leader</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>3 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> <li>1 DualTongue &lt;CLASSIFIED&gt; Grenade</li> <li>1 Cone Rifle with 12 rounds assorted ammunition</li> </ul>	<p><b>Loyalty Officer</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>2 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> <li>Notebook and Stylus</li> <li>Miniature Observation Camera and video linkup</li> </ul>
<p><b>Bot Officer</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>2 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> <li>1 Docbot Standard Model V</li> <li>1 Jackobot Standard Model III</li> <li>Bot Repair Tools (Clearance Orange)</li> <li>Hottorch</li> </ul>	<p><b>Equipment Officer</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>2 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> <li>1 Tunnels-O-Fun K-85 Experimental Land-Sea Crawlerbot</li> <li>1 Comm II Unit in Crawlerbot</li> <li>2 &lt;CLASSIFIED&gt; Head Enclosure Units</li> <li>6 Sub-liquid Hydraulic Exploration Suits</li> </ul>
<p><b>Hygiene and Communications Officer</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>2 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Multicorder II Unit</li> <li>1 Musical Teela-O-MLY Hygiene and Grooming Kit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> </ul>	<p><b>Happiness Officer</b></p> <ul style="list-style-type: none"> <li>1 Dress Uniform - Orange</li> <li>1 Laser Rifle</li> <li>2 Laser Rifle Barrels - Orange</li> <li>1 Comm I Unit</li> <li>1 Whizzo-Flame Experimental Rocket Scooter</li> <li>1 Camouflage Tarp - Orange</li> <li>30 Daycycles of standard Redi-Enjoyable Food Units (REFUs)</li> <li>6 Clone/30 Daycycle bag of Standard Assorted Biochemical Supplements</li> </ul>