

**Name:** gate-R-AID

**Security Clearance:** R

**Service Group:** Central Processing Unit (CPU). CPU is the bureaucracy that keeps Alpha running smoothly. They are the administrators, the secretaries, and the record-keepers from all over the Complex.

**Party Role:**

**Mutant Power:** None

**Secret Society:** Ironfist Infiltrators. The II believe that the Computer's defenses against The Outside are astonishingly lacking, and seek to climb the clearance ranks in order to surreptitiously increase militarization and development of super-weapons.

**Secret Mission:** Become team leader through some method. *(Note: You may have to get your team members to elect you team leader, which may require the complete death of the current team leader, and then you getting elected team leader.)*

**Name:** past-R-IZED

**Security Clearance:** R

**Service Group:** Armed Forces (AF, Army). This Service Group's job is to protect Alpha Complex from outside threats and Commie warfare. They lug the big guns around, blowing holes in whatever gets in their way and writing out reports later.

**Party Role:**

**Mutant Power:** Gesture Sense. You are uncannily attuned to the subtle motions of others, allowing you to detect when they are giving Secret Society signals. You also feel a need to use gestures.

**Secret Society:** Vocalizer. Your society values the lifestyle of the past times, and wishes to return to a time where all loud commands and harsh computer orders were given vocally, and nothing needed to be written down. Ah, the good old days of honest work.

**Secret Mission:** Eventually steal all of the pencils, but don't get caught! (*Note: You lose if other people notice that you're stealing pencils, you lose.*)

**Name:** tear-R-IZE

**Security Clearance:** R

**Service Group:** Internal Security (IntSec). Clones in this Service Group actually belong to another one as well — they masquerade as Armed Forces, PLC, or any other Service Group while collecting information and data on treasonous activities.

You are masquerading as Power Services (PS). This Service Group is in charge of keeping the reactors running and the power flowing through Alpha Complex. They are technicians and, as such, they resent the "mere mechanics" of Tech Services.

**Party Role:**

**Mutant Power:** DC Body. You can power machines simply by touching them. You also feel a need to be near machinery.

**Secret Society:** Death to Dentists. The Death to Dentists society has been fed up with the rapid increase in hygiene within the Alpha Complex. Just ten sun cycles ago, The Computer never mandated people to brush their teeth three times a day. Perhaps this is the result of Commie Mutant Traitor Sabatoge, and all Hygiene Officers are Commie Mutant Traitors? Because the answer, according to your Society, is “yes”.

**Secret Mission:** Successfully signal to the Computer that you are a member of Internal Security, and thus your Treason Report should be reviewed with extra priority, however (1) you are reporting the Hygiene Officer, regardless of whether he or she is actually traitorous and (2) you cannot let anyone else in your team figure out your Internal Security.

**Name:** wond-R-BRED

**Security Clearance:** R

**Service Group:** Housing Preservation and Development and Mind Control (HPD & MC). These guys build back up what the Armed Forces break. They are responsible for keeping Alpha Complex clean and tidy, and running smooth.

**Party Role:**

**Mutant Power:** None

**Secret Society:** The Shredded Tape. Bent on utter obscurity, the lone motive of the Shredded Tape is to stamp out all knowledge of their own existence. Because they're watching us. Man.

**Secret Mission:** Prevent any records kept of the mission from being remotely accurate.

**Name:** div-R-GNT

**Security Clearance:** R

**Service Group:** Technical Services (Tech). Techies are mechanics and robot-repairmen. They produce and maintain all systems and technology within Alpha Complex.

**Party Role:**

**Mutant Power:** Immortality.

**Secret Society:** The Skeletor Steves. The Skeletor Steves are a group of mutants that are all immortal. However, given the very dangerous nature of troubleshooting, Skeletor Steves are likely to be in a position where they would be otherwise killed, if not for being immortal. So the Steves have arranged it so, when killed, they will “play dead” and be replaced by another Steve. However, there are only three Steves. So don’t overextend your resources.

**Secret Mission:** Don’t “die” more than twice, and don’t let anyone else discover that you’re immortal.

**Name:** murd-R-OUS

**Security Clearance:** R

**Service Group:** Research and Design (R&D). Everything's an experiment to these hardworking clones. If the Armed Forces thinks it can blow holes in things, it should take a look at the latest R&D lab — not one rivet left attached!

**Party Role:**

**Mutant Power:** Slayer-Stealer. When you kill a clone with a mutant power, you gain his or her mutant power, secretly.

**Secret Society:** Project Purity. The Computer does its best to protect against the influence of mutant traitors, but it doesn't do enough. Project Purity's sworn duty is to hunt down and remove these hideous creatures from our fine Complex.

**Secret Mission:** Kill mutants. Kill 'em good and kill 'em dead. *(You win if someone with mutant powers, other than you, is discovered or eliminated. You lose if your mutant power is discovered, because it's hypocrisy.)*

**Name:** ent-R-preneur

**Security Clearance:** R

**Service Group:** Central Processing Unit (CPU). CPU is the bureaucracy that keeps Alpha running smoothly. They are the administrators, the secretaries, and the record-keepers from all over the Complex.

**Party Role:**

**Mutant Power:** None

**Secret Society:** Free Enterprise. When the Computer came to control Alpha Complex, the previous capitalist society was replaced by a perfectly regulated socialist state. This is obviously unacceptable, and people must be charged for goods. Your job is to charge them for goods. ...Via the tried and true barter system.

**Secret Mission:** Successfully collect five items in barter exchange. *(Note: You may request item in exchange for goods or services you provide.)*

**Name:** scene-R-IE

**Security Clearance:** R

**Service Group:** Armed Forces (AF, Army). This Service Group's job is to protect Alpha Complex from outside threats and Commie warfare. They lug the big guns around, blowing holes in whatever gets in their way and writing out reports later.

**Party Role:**

**Mutant Power:**

**Secret Society:** Romantics. You've never been to the beautiful Outside before, because it's banned, of course, like all things here. Anyways, you've always dreamed of going Outside and writing your poetry and collecting some souvenirs like the Eldenfolk always did.

**Secret Mission:** Successfully go Outside, collect a souvenir, and return. (*Note: Outside is anywhere outside Burton Morgan. Go grab a leaf or a rock or something.*)



**Name:** wat-R-FALLS

**Security Clearance:** R

**Service Group:** Central Processing Unit (CPU). CPU is the bureaucracy that keeps Alpha running smoothly. They are the administrators, the secretaries, and the record-keepers from all over the Complex.

**Party Role:**

**Mutant Power:** None

**Secret Society:** One True Anarchy. The One True Anarchy doesn't believe in leadership or government structure, and instead wants Troubleshooters to feel free take initiative and operate without orders. ...Except orders from the Computer, of course.

**Secret Mission:** Completely eliminate the Team Leader. *(Note: This means making it so the Team Leader is dead AND has run out of clones.)*

**Name:** jok-R-MAN

**Security Clearance:** R

**Service Group:** Housing Preservation and Development and Mind Control (HPD & MC). These guys build back up what the Armed Forces break. They are responsible for keeping Alpha Complex clean and tidy, and running smooth.

**Party Role:**

**Mutant Power:** None

**Secret Society:** The Union of the Proud Clown. There isn't enough fun in Alpha Complex, so your job is to bring fun back! There are so many fun games we could be doing, if we didn't have to do these stupid missions and stuff. Why not kick back and play a game?

**Secret Mission:** Successfully convince everyone to play one round of Duck-Duck-Goose.

**Name:** Hung-R-y

**Security Clearance:** R

**Service Group:** Housing Preservation and Development and Mind Control (HPD & MC). These guys build back up what the Armed Forces break. They are responsible for keeping Alpha Complex clean and tidy, and running smooth.

**Party Role:**

**Mutant Power:** Allergies. You cannot eat SupperHappyFoodPlus (*Oreos*) or you die in a spontaneous death and all your clones catch fire (*this would eliminate you from the game*).

**Secret Society:** Overconsumer. The Overconsumers want to make sure that no food in the Alpha Complex goes to waste. Because there are people starving in Alphraca ...the continent where they don't get Computer service.

**Secret Mission:** Make sure that all the SuperHappyFoodPlus is eaten by the end of the mission.

**Name:** pair-R-NOID

**Security Clearance:** R

**Service Group:** Technical Services (Tech). Techies are mechanics and robot-repairmen. They produce and maintain all systems and technology within Alpha Complex.

**Party Role:**

**Mutant Power:** The Bright Ones. When the lights to the room are on, you are incapable of dying or being executed.

**Secret Society:** The Claustrophiles. The Outside is dangerous. SOOOO DANGEROUS. No one should go Outside, ever, man! NO ONE, YOU HEAR ME? You're not paranoid, it's just that no one quite understands how DANGEROUS the Outside is.

**Secret Mission:** Ensure no one in your team goes Outside. For bonus points, prevent anyone from going Outside. (*Note: Outside is leaving the Burton Morgan building.*)

**Name:** this-R-HOUSE

**Security Clearance:** R

**Service Group:** Research and Design (R&D). Everything's an experiment to these hardworking clones. If the Armed Forces thinks it can blow holes in things, it should take a look at the latest R&D lab — not one rivet left attached!

**Party Role:**

**Mutant Power:** Gesture Sense. You are uncannily attuned to the subtle motions of others, allowing you to detect when they are using mutant powers. You also feel a need to use gestures.

**Secret Society:** Project Purity. The Computer does its best to protect against the influence of mutant traitors, but it doesn't do enough. Project Purity's sworn duty is to hunt down and remove these hideous creatures from our fine Complex.

**Secret Mission:** Kill mutants. Kill 'em good and kill 'em dead. *(You win if someone with mutant powers, other than you, is discovered or eliminated. You lose if your mutant power is discovered, because it's hypocrisy.)*

**Name:** cel-R-BRATE

**Security Clearance:** R

**Service Group:** Armed Forces (AF, Army). This Service Group's job is to protect Alpha Complex from outside threats and Commie warfare. They lug the big guns around, blowing holes in whatever gets in their way and writing out reports later.

**Party Role:**

**Mutant Power:** Gesture Sense. You are uncannily attuned to the subtle motions of others, allowing you to detect when they are giving Secret Society signals. You also feel a need to use gestures.

**Secret Society:** Crayon Clowns. Your society doesn't care for pencils, and would prefer everything be done in crayon.

**Secret Mission:** Convince everyone to use crayon instead of pencils. *(Note: You're objective is considered complete if every party member has submitted at least one form completely in crayon.)*

**Name:** gov-R-MENT

**Security Clearance:** R

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**Party Role:**

**Mutant Power:** None

**Secret Society:** Death to Dentists. The Death to Dentists society has been fed up with the rapid increase in hygiene within the Alpha Complex. Just ten sun cycles ago, The Computer never mandated people to brush their teeth three times a day. Perhaps this is the result of Commie Mutant Traitor Sabatoge, and all Hygiene Officers are Commie Mutant Traitors? Because the answer, according to your Society, is “yes”.

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**Name:** eld-R-LY

**Security Clearance:** R

**Service Group:** Technical Services (Tech). Techies are mechanics and robot-repairmen. They produce and maintain all systems and technology within Alpha Complex.

**Party Role:**

**Mutant Power:** The Bright Ones. When the lights to the room are on, you are incapable of dying or being executed.

**Secret Society:** The Skeletor Steves. The Skeletor Steves are a group of mutants that are all immortal. However, given the very dangerous nature of troubleshooting, Skeletor Steves are likely to be in a position where they would be otherwise killed, if not for being immortal. So the Steves have arranged it so, when killed, they will “play dead” and be replaced by another Steve. However, there are only three Steves. So don’t overextend your resources.

**Secret Mission:** Don’t “die” more than twice, and don’t let anyone else discover that you’re immortal.