

JUSTIFIED ANXIETY

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Rules - light roleplaying in a Paranoid dystopia

You are agents of THE MACHINE, a malfunctioning artificial intelligence that rules THE COMPLEX, an underground network of arcologies and bunkers manned by humans and ROBOTS. For maximum efficiency, you have access to several clones of yourself should you die on a mission. You cannot leave THE COMPLEX - escape is both IMPOSSIBLE and NON-DESIRABLE!

THE COMPLEX is under continual attack (you are told) from SOCIALISTS and their insidious lefty propaganda and ABERRANTS who possess strange powers. To ensure survival, THE MACHINE has implemented a series of complex and multifaceted rules concerning hierarchy and permission, and explains them on a need-to-know basis. You do not often need to know.

WHEN YOU ACT AND THE OUTCOME IS IN DOUBT, make a roll. Roll D6 equal to the most relevant ~~stat~~ stat, and add a D6 if one of your traits would help you. Tell the GM what your highest result is.

GM: PICK THE DIFFICULTY. If the players highest dice is equal to or higher than the difficulty, they succeed.

3+ EASY 4+ STANDARD 5+ CHALLENGING 6+ VERY HARD

SABOTAGE! When a player rolls dice, the other players can elect to sabotage the action by placing their thumb on the edge of the table. For every player sabotaging the action, the difficulty increases by 1 step (to a maximum of 6+). If a player spots another player sabotaging their roll and they fail, they gain evidence of the sabotage (if they survive).

DANGEROUS ACTIONS If a player fails a dangerous action (leaping over a gap, evading incoming fire, brawling with an aberrant) they take damage. Minor damage is D6, moderate damage is 2D6, severe damage is 3D6 and higher. Clones have 10 hitpoints - when they run out, they're dead.

THE MACHINE "ASSISTS": If two or more dice match, THE MACHINE, or the crumbling and unknowable nature of THE COMPLEX, makes the task more difficult through intrusion. The more dice that match, the more nightmarish the situation becomes.

CLONES: When you die, roll a D6. If it's equal to or higher than the number of clones you've used so far, you have access to a new clone. Otherwise, you're dead for good.

WHAT'S THE MISSION? (D6) 1: SUPPRESS A REBELLION 2: TEST THESE EXPERIMENTAL WEAPONS 3: DESTROY A SOCIALIST CELL 4: CAPTURE A DANGEROUS ABERRANT 5: CLEAN UP A CHEMICAL SPILL 6: RESCUE A SUPERIOR (ROLL TWICE)

NAME:

CLONES USED: ☐☐☐☐☐☐

STATS (CHOOSE 1 AT 1, 1 AT 2, 1 AT 3):

PHYSICAL MENTAL SOCIAL

TRAITS (PICK 3)

ARGUMENTATIVE	☐	DISTRUSTFUL	☐
ARROGANT	☐	KNOW-IT-ALL	☐
AVARICIOUS	☐	LIAR	☐
BOOTLICKER	☐	SCHEMING	☐
COWARDLY	☐	SECRETIVE	☐
CRUEL	☐	VIOLENT	☐

HITPOINTS: CURRENT:

ABERRANT POWER:

SECRET SOCIETY:

EQUIPMENT:

RED JUMPSUIT

PISTOL

2x RELOAD

(SUITABLE EQUIPMENT LOWERS THE DIFFICULTY. MAYBE)

SECRET SOCIETY. If you belong to a secret society you can use your membership as a trait. Your secret society will have a mission for you. Roll a D20:

- 1-10: No Secret Society
- 11: None; join the society of the player on your left
- 12: None; join the society of the player on your right
- 13: The Psychoactive Congregation
- 14: Organised Crime Syndicate
- 15: Hack The Complex
- 16: Anti-Robot Alliance
- 17: Aberrants Über Alles
- 18: Internal Affairs
- 19: PROJECT ROCKSTAR
- 20: The Escapists



ABERRANT POWERS. When you use an aberrant power, treat it as a standard action and roll 3D6. On a match, your power goes out of control. Roll a D20:

- | | |
|----------------------|--------------------|
| 1-10: No power | 16: Erase memories |
| 11: Regeneration | 17: Start fires |
| 12: Chameleon skin | 18: Teleport |
| 13: Read minds | 19: Machine curse |
| 14: Implant thoughts | 20: Super-strength |
| 15: Enhanced senses | |

SECRET SOCIETY SUBMISSIONS:

1. Steal [something valuable] for us
2. Frame [PC] for a crime
3. Eliminate our rival, [NPC]
4. Take [evidence] and destroy it
5. Disrupt activities of [rival society]
6. Assist [NPC], your secret boss