

# PARANOIA™ XP

## Service Pack One corrections

The second printing of the **PARANOIA XP** rulebook from Mongoose Publishing, titled **Service Pack One**, corrects numerous errors introduced by Communist mutant traitors. This document summarizes these corrections and also presents the complete **SP1 index** that replaces the previous, treasonously incomplete index.

Most of this stuff is pretty minor, but check out the important fix to the **Universal Hostility Formula** (pages 70 and 82): Armor is now subtracted *before* you apply the attack's Boost increments.

—Allen Varney, **PARANOIA XP** designer (and guilty party)

### PAGE 12

Replaced HPD&MC service firm "Psych Ward Administrators" (cut before the first printing, but mistakenly left in the table) with "Trend Identifiers"

### 37

**Treasonous acts:** "Filesharing" is changed to "Theft of equipment, possessions or files, including filesharing."

### 47

**Increasing specialty or Secret skill ratings:** A specialty or Secret skill rating increase of 1 costs 5 points, regardless of the new rating number. You can spend points when the GM allows it.

### 65

**Tension levels:** Broadened and clarified the definition of detection to cover not only The Computer and its agents, but also secret societies or other unspecified parties. If you roll the Tension level or less, *someone* somewhere—not necessarily The Computer—observed the action.

(This idea is amplified in the introduction to the fine supplement *The Traitor's Manual*.)

### 70, 82

**Universal Hostility Formula** has been changed to subtract target's defenses or 'treason armor' (Access attribute) before Boost increments are applied.

### 72

**Ammunition and reloading:** Inserted this paragraph at the start: "The cost to reload a weapon is 10% of the weapon's base cost, unless

## Security Clearance RED WARNING:

Knowledge or possession of this information by any citizen of Security Clearance INFRARED is treason—and if you start making wisecracks about how many errors we had to correct, that's trouble too!



otherwise specified. The weapon chart's listed cost for ammunition is per magazine, unless 'Shots' is 1; for these single-shot weapons, cost is per shot."

## 73

**Weapons table:** Cost of reloading or recharging a weapon is 10% of the weapon's base cost, unless otherwise specified. Lasers are recharged by buying a new barrel.

Cone rifle dum-dum shells now have range 160.

Gauss gun—added notation "only vs. bots"

Slugthrower dum-dum damage is now M3K, range 40.

Added a line at the bottom explaining the double-asterisk notation: "\*\*\* Unauthorized possession of an item marked with a double asterisk (\*\*) is treason. Possessing an unauthorized tacnuke is big-time *serious* treason."

## 75

Regarding **combat effects** of various damage conditions: A Downed character's player can now spend Perversity on other players' rolls, but not on his own character.

## 84

Straight procedure for **treason accusation**, last paragraph:

"The target's defense is his current Access rating—his 'treason armor,' subtracted from the default correction. Furthermore, add the number of the target's current clone to the accuser's success roll (making it harder to succeed). Why the clone number? Anyone The Computer has brought back multiple times must, of course, be worthy of its trust. To doubt this is to imply The Computer was mistaken."

## 85, 86

Increased percentage **finer** in Straight games. All fines below 5% are now 5%.

## 86

**Treason code JJ** is changed from "Filesharing" to "Theft of equipment, possessions or files, including filesharing"

**Treason code PP**, "Unauthorized destruction of higher-clearance property": Added "+ replacement cost" to the fine for both Classic and Straight.

**Treason code VV/2**, "Terminating a citizen of higher clearance without prior authorization or evidence": Straight correction, "Termination + replacement cost," changed to "T1E + replacement cost."

## 107

**High Alert** specialty description: Added this **important** clarification after the first paragraph: "High Alert is not 'danger sense.' There is no danger sense in **PARANOIA**. If anyone really had a sort of psychic awareness of imminent peril, it would burn out from overuse."

## 114

**Propaganda skill**, fourth paragraph, ending "Successive uses of the specialty can increase the victim's specialty level, but his rating can never rise higher than the propagandist's rating." Added, "(Or you may decide that rule is far too fiddly for a blatantly cheesy game like **PARANOIA**, and just let the skill rise to whatever you want.)"

## 117

**Crowd Control (Armed Forces)** service firm entry slightly revised to be less similar to the Crowd Control (Internal Security) entry on page 125.

## 149

**Toxic Metabolism:** Clarifies that the mutant delivers his poison by touch to a target's exposed skin.

## 157

**Death Leopard:** Replaced references to degrees 1-8 (a mistaken holdover from earlier editions) with degrees 1-20. "Degrees 1 through 10 represent degrees of status within the small gangs that constitute most of Death Leopard: Worm, Real Person, Lieutenant, and Head Honcho. [...] Degrees 11 through 20 represent the Hero, Superhero, Superstar, and Ultimate Beast levels of status." (What degrees correspond to which status? That's a GM call. Plus, we couldn't think of 12 more good statuses. We may come up with all 20 statuses and present them in some future supplement. If we remember.)

## 162

The **Psion** special rules formerly offered a fixed list of mutant powers a member could learn upon advancing in the society. We cut that list; the GM can now select any power. We added a parenthetical plug: "(You may wish to select from mind-based or 'psionic' powers, as opposed to physical mutations like Rubbery Bones. See the fine **PARANOIA** supplement *The Mutant Experience* for more details.)"

## 168

**Poison gas** does S3K Bio damage.

## 178

Under **Manual drive**, first paragraph, **deleted** the sentences, "Each type of vehicle requires its own Vehicle Operation specialty. If you have the Autocar Operation specialty, you can manually drive an autocar, but that specialty won't help you pilot a flybot. For that you need Flybot Operation, a separate specialty." The Vehicle Ops specialty is intended to cover *all* the main bot-equipped vehicle types all by itself (see page 109).

## 180

Replaced the existing **Smoke generator** entry with this paragraph: "**Smoke generator:** A smoke generator increases the Energy defense rating of the vehicle's armor by 5, so long as the vehicle remains stationary. Unless the vehicle is airtight, after a round or two the smoke does tend to get, well—you know—toxic (O3D Bio damage per round)."

## 191

**Hygiene officer**, third column: Deleted the sentence about how the deeper the sample goes, the more likely that the Troubleshooter passes the Skin-Core Sampler test. This contradicted the Depth Control Panel Readings section immediately following, which resolved the test by a 1d20 roll unmodified by depth. (We can't believe we really have to think about some of this stuff.)

## 243

The first printing's URL for **Half Meme Press** (home of Paul Czege's *My Life With Master*) is incorrect. It has been corrected to **www.halfmeme.com**.

## 247

**Equipment chart:** Clarified the second paragraph as follows: "Every item has a security clearance below which it is illegal to possess the item without specific authorization from The Computer. Possessing an item marked with a double asterisk (\*\*) below the listed clearance is treason. In Straight games possessing an item above your clearance but without the double asterisk is insubordination punishable by a fine. In Classic or Zap games possessing the item is treason."

## 256

**Index** replaced by a far superior index compiled by loyal citizen **Saul Resnikoff**. See next page.

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