

Green-R-ROW-1

Service Group: Internal Security (no one knows you belong to Internal Security—your cover is that you actually work for Power Services and used to be in charge of public announcements at train platforms before you became a troubleshooter).

Secret Society: PURGE—PURGE believes in the overthrow of the Computer leading to a free society where clones can do as they please. You still believe this, but it's now secondary to your new secret society-- the Mystics—they believe in seeking inner wisdom by finding new ways to get high. Scoring some cool drugs is always a bonus as a mystic. Finding new ways to get high ranks right up there too. "Dude, stand here when the core melts down. I always get such a rush from it." You still have to answer to the PURGErs. They give you orders and requests, and you obey, but your hearts not in it like it used to be.

Mutant Power: Precognition—sometimes you get cool flashes of what's going to happen. Sometimes you can make it happen by thinking about it.

Attributes (scale of 1-20): Strength--13 Endurance--16 Agility--12 Chutzpah (pushiness)--16 Dexterity--16 Mechanical Aptitude--12 Moxie--13 Power--12

Skills you've had training for: Unarmed Combat--6 Forgery--6 Interrogation--8 Psychescan (to tell if someone's lying)--7 Primitive Missile Weapons (bow)--8 Laser Weapons--6 Habitat Engineering--7 Biochemical Therapy--7 Outdoor survival--7

Equipment: laser pistol with 2 red laser barrels kevlar armor with red reflec coating com unit I red jumpsuit with utility belt and pouches pen and notebook hottorch (firestarter/cutting torch combo) ***half a marijuana joint (treasonous to own at

your clearance)*** **1 Anti-Personnel Mini-Strike Projectile Launcher—pretty much a bow dressed up with lots of red metal and chrome (might be treasonous to own at your clearance, but no one's ever questioned you)*** **12 aluminum AP mini-strike projectiles (arrows)***

About you: You used to be on the fast-track with Internal Security's special operations division. You were to be part of an Outdoors Survival team. You were also a fervent PURGE member who forced your superiors to take notice. Then you were introduced to the Mystics by a special ops buddy, and now all that matters is finding enlightenment (usually by smoking weed). You follow orders and do your work, but your work is pretty sloppy, because you're always hurrying to get done. You have no patience with most things. Being a troubleshooter is pretty cool though—always finding new stuff.