

Grouch-O-MRX-1

Secret Society (Tylerd): Fight Club
Secret Society (Grouch): Mystics
Mutant Power (Tylerd): Charm
Mutant Power (Grouch): Pyrokinesis
Service Group (Tylerd): Power Services
Service Group (Grouch): HPD&MC

Tylerd-U-RDN-6 was the head of Power Services for a six sector region. Already a very powerful clone, he was also the founder of the secret society Fight Club. Tylerd had it made—his minions were installed in key positions around the complex, and Project Mayhem was well underway. His people were convinced that they were striking a blow for liberty or individuality, but instead they were simply mindless sheep-bots helping to isolate the Computer's core processors and set up Tylerd as the sole authority ruling over all the systems of Alpha Complex. It was a beautiful plan, but realizing that he was on his last clone and was very vulnerable, Tylerd-U arranged for a final Mem-O-MAX to be installed in one of his loyal servants, Kosmik-V-OID-2. Unfortunately, when he awoke, he found himself in the body of a lowly clone named Grouch-MRX-1, an INFRARED housekeeper and maintenance man with HPD&MC.

Quickly realizing his predicament, Tylerd/Grouch used his programming skills to arrange for his own immediate promotion. He wound up getting bumped to ORANGE and transferred to the Troubleshooters. Not exactly right, but a huge improvement. When he went back for more, he found that someone had deleted all of his passwords and access codes. He was cut off from the Computer. To make it worse, as Tylerd, his mutant power had been the ultra powerful ability to charm and command others. He almost took it for granted that when he applied his persuasion, he would be automatically obeyed by all around him. Now he continues to try it, but nothing ever happens. If Grouch-O has a mutant power, Tylerd hasn't discovered it yet. Tylerd also suspects that Grouch-O was a secret society member, because he is constantly being approached by people speaking cryptic phrases and asking if their deliveries have come in yet. He suspects he might be a black marketer, or else maybe a Commie. It's well known at higher levels that MRX Sector is a hotbed of Communism.

He is finally coming to accept that he will be Grouch forever, so Grouch-O-MRX is now setting out to see if he can rejoin the ranks of Fight Club and try to regain his power.

Talents: Grouch-O (because of Tylerd's experience) has a lot of knowledge about Ultraviolet things, about the old world before the Computer, and about secret societies that threaten the Complex. He thought he had a real knack for leadership and motivation, but apparently that was just the mutant power. He also knows a little programming, but he's afraid they'll be watching for use of his access codes now. He's still kick-ass in hand-to-hand fighting of any kind though, and isn't too bad with a gun.

Equipment

150 Credits—(money)

Black laser pistol—(standard firearm)

3 Orange laser barrels—(barrels screw onto pistol or rifle and have 8 shots each)

Orange Reflec armor—(protects against Red or Orange laser fire)

Orange jumpsuit uniform—(standard troubleshooter uniform with many pockets)

Black utility belt—(with loops and pockets for carrying things)

Red Flashlight—(useful for seeing in the dark)

Red Comm Unit—(basic radio communication; short range and only three channels)

Orange notepad—(for writing things down)

Black mechanical pencil—(figure it out)

1 Bottle Wakey-Wakey Pills—(standard issue 20 pills)

1 Bottle Sleepytime Pills—(standard issue 20 pills)

Orange Barometer/Thermometer—(Alpha Complex is climate controlled; this never changes)

Orange knit cap

Black boots

Loyalty Journal

3 small bots (at about three inches long, they are a dark gray and covered with some sort of artificial hair; they have two eyes at one end, with largish round ears mounted above, plus a couple of inches of tail hanging off the back; each bot has a single clearly marked on/off switch on the underside)

Ice pistol

Orange can (like a Pringles can) labeled "Thermal suit—Wonderland—Large"

1 Lighter

2 Red flashlight looking devices with wire mesh over the front

1 pamphlet on "Surviving Inclement Weather"

Orange spool of "Monoline"

Grappling hook

Crowbar

Ice Pistol

2 jingly balls

1 plain unlabeled can

Multicorder

From R&D: "You are entrusted with the Holy Medibot and Stasis Unit." A two foot long metal pole with a large studded ball on the end of it. "It is especially effective against the undead." Plus "Tens-R's Single Clone Hovercraft." A black plastic disk about 18 inches across. It is thick and heavy.

Four shots used outside PLC.

Secret Society Info—the last you knew, the code phrase for Fight Club was to ask, "What is the first rule of Fight Club?" If the other person is also a member, the correct response is to punch the first guy as hard as possible.

Service Group Info—Housing Preservation and Development & Mind Control staff have told you, "You need to be the Recording or Media Officer for your team. Internal Security is going to make a big show of rooting out corruption at the highest levels. As Mission Recorder, you need to put a positive spin on that. It won't do for citizens to lose faith in their leaders. Do whatever you can to make sure Alpha Complex looks good."