

# PARANOIA Character Sheet

Name \_\_\_\_\_ Player \_\_\_\_\_

Security Clearance: (IR) R O Y G B I V (UV) Service Group \_\_\_\_\_

## Attributes

Strength \_\_\_\_\_ Carrying Capacity \_\_\_\_\_  
 Damage Bonus \_\_\_\_\_  
 Endurance \_\_\_\_\_ Macho Bonus \_\_\_\_\_  
 Agility \_\_\_\_\_ Agility Skill Base \_\_\_\_\_  
 Dexterity \_\_\_\_\_ Dexterity Skill Base \_\_\_\_\_  
 Moxie \_\_\_\_\_ Moxie Skill Base \_\_\_\_\_  
 Chutzpah \_\_\_\_\_ Chutzpah Skill Base \_\_\_\_\_  
 Mechanical Apt. \_\_\_\_\_ Mech. Skill Base \_\_\_\_\_  
 Power \_\_\_\_\_

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Armor	Rating
_____	_____

## Skills

### Agility Skill Base:

Force Sword \_\_\_\_\_  
 Grenade \_\_\_\_\_  
 Neurowhip \_\_\_\_\_  
 Primitive Melee Weapons \_\_\_\_\_  
 Truncheon \_\_\_\_\_  
 Unarmed \_\_\_\_\_

### Dexterity Skill Base:

Energy Weapons \_\_\_\_\_  
 Field Weapons \_\_\_\_\_  
 Laser Weapons \_\_\_\_\_  
 Primitive Missile Weapons \_\_\_\_\_  
 Projectile Weapons \_\_\_\_\_  
 Vehicle Aimed Weapons \_\_\_\_\_  
 Vehicle Field Weapons \_\_\_\_\_  
 Vehicle Launched Weapons \_\_\_\_\_

### Moxie Skill Base:

Biochemical Therapy \_\_\_\_\_  
 Biosciences \_\_\_\_\_  
 Chemical Engineering \_\_\_\_\_  
 Data Analysis \_\_\_\_\_  
 Data Search \_\_\_\_\_  
 Demolition \_\_\_\_\_  
 Electronic Engineering \_\_\_\_\_  
 Mechanical Engineering \_\_\_\_\_  
 Medical \_\_\_\_\_  
 Nuclear Engineering \_\_\_\_\_  
 Security \_\_\_\_\_  
 Stealth \_\_\_\_\_  
 Surveillance \_\_\_\_\_  
 Survival \_\_\_\_\_

### Chutzpah Skill Base:

Bootlicking \_\_\_\_\_  
 Bribery \_\_\_\_\_  
 Con \_\_\_\_\_  
 Fast Talk \_\_\_\_\_  
 Forgery \_\_\_\_\_  
 Interrogation \_\_\_\_\_  
 Intimidation \_\_\_\_\_  
 Motivation \_\_\_\_\_  
 Oratory \_\_\_\_\_  
 Psychescan \_\_\_\_\_  
 Spurious Logic \_\_\_\_\_

### Mechanical Skill Base:

Autocar Op. & Maint. \_\_\_\_\_  
 Copter Op. & Maint. \_\_\_\_\_  
 Crawler Op. & Maint. \_\_\_\_\_  
 Docbot Op. & Maint. \_\_\_\_\_  
 Flybot Op. & Maint. \_\_\_\_\_  
 Habitat Engineering \_\_\_\_\_  
 Hover Op. & Maint. \_\_\_\_\_  
 Jackobot Op. & Maint. \_\_\_\_\_  
 Scrubot Op. & Maint. \_\_\_\_\_  
 Transbot Op. & Maint. \_\_\_\_\_  
 Vulturecraft Op. & Maint. \_\_\_\_\_

