

PARANOIA CHARACTER SHEET

Character Name _____ Player Name _____

Security Clearance (IR) R O Y G B I V (UV) Clone Number 1 2 3 4 5 6

Service Group _____ Mandatory Bonus Duty _____

ATTRIBUTES

- | | |
|--|--|
| <input type="checkbox"/> Strength | <input type="checkbox"/> Carrying Capacity |
| <input type="checkbox"/> Endurance | <input type="checkbox"/> HTH Damage |
| <input type="checkbox"/> Agility | <input type="checkbox"/> Macho |
| <input type="checkbox"/> Dexterity | <input type="checkbox"/> Wound Levels |
| <input type="checkbox"/> Moxie | |
| <input type="checkbox"/> Chutzpah | |
| <input type="checkbox"/> Mechanical Aptitude | |
| <input type="checkbox"/> Power | |

EQUIPMENT

Item	Game Value	Type	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS

- | | | |
|----------------------------------|-----------------------------------|-------------------------------|
| Agility Skill Base _____ | Dexterity Skill Base _____ | Moxie Skill Base _____ |
| Brawling _____ | Energy Weapons _____ | Biochem Therapy _____ |
| Dodge _____ | Field Weapons _____ | Biosciences _____ |
| Force Weapons _____ | Laser Weapons _____ | Chemistry _____ |
| Melee Weapons _____ | Missile Weapons _____ | Computer Programming* _____ |
| Sneak _____ | Projectile Weapons _____ | Data Analysis _____ |
| Thrown Weapons _____ | Vehicle Weapons _____ | Data Search _____ |
| Chutzpah Skill Base _____ | Mechanical Aptitude | Demolitions _____ |
| Bootlicking _____ | Skill Base _____ | Electronics _____ |
| Bribery _____ | Habitat Engineering _____ | First Aid _____ |
| Communist Propaganda* _____ | Juryrigging _____ | Mechanics _____ |
| Con _____ | Robot Ops and Maintenance | Nuclear Engineering _____ |
| Fast Talk _____ | Docbot _____ | Old Reckoning Cultures* _____ |
| Forgery _____ | Jackobot _____ | Security _____ |
| Interrogation _____ | Scrubot _____ | Surveillance _____ |
| Intimidation _____ | Transbot _____ | Survival _____ |
| Motivation _____ | Warbot _____ | |
| Oratory _____ | Vehicle Ops and Maintenance | |
| Perception _____ | Autocar _____ | |
| Spurious Logic _____ | Copter _____ | |
| | Crawler _____ | |
| | Flybot _____ | |
| | Hover _____ | |
| | Transbot _____ | |
| | Vulturecraft _____ | |

*Treasonous or near-treasonous skills

PARANOIA CHARACTER SHEET

Character Name _____ Secret Society _____

Current Mission _____ Rank _____

MUTANT POWER(S)

DAMAGE STATUS

PERSONAL EQUIPMENT

POWER ATTRIBUTE(S)

NOTES

Credits