

PARANOIA™

CHARACTER SHEET XP

Troubleshooter: _____ - _____ - _____ - 1 2 3 4 5 6 _____
Name Clearance Sector Clone number

Troubleshooter's gender: M F Other Player: _____

Service group and firm: _____

Tics: _____

- MANDATORY BONUS DUTY**
- Team leader
 - Loyalty officer
 - Hygiene officer
 - Comm & recording
 - Equipment Guy
 - Happiness officer
 - _____

ACTION SKILLS

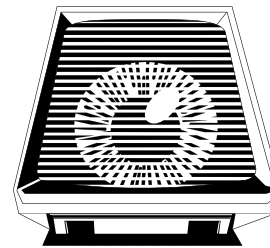
Management	Stealth	Violence
Bootlicking _____	Concealment _____	Agility _____
Chutzpah _____	Disguise _____	*Energy Weapons (Violence +4) _____
Con Games _____	High Alert _____	Demolition _____
Hygiene _____	Security Systems _____	Field Weapons _____
Interrogation _____	Shadowing _____	Fine Manipulation _____
Intimidation _____	Sleight of Hand _____	Hand Weapons _____
Moxie _____	Sneaking _____	Projectile Weapons _____
Oratory _____	Surveillance _____	Thrown Weapons _____
_____	_____	Unarmed Combat _____
_____	_____	Vehicular Combat _____
_____	_____	_____
_____	_____	_____

KNOWLEDGE SKILLS

Hardware	Software	Wetware
Bot Ops & Maintenance _____	Bot Programming _____	Biosciences _____
Chemical Engineering _____	C-Bay _____	Bioweapons _____
Electronic Engineering _____	Data Analysis _____	Cloning _____
Habitat Engineering _____	Data Search _____	Medical _____
Mechanical Engineering _____	Financial Systems _____	Outdoor Life _____
Nuclear Engineering _____	Hacking _____	Pharmatherapy _____
Vehicle Ops & Maintenance _____	Operating Systems _____	Psychotherapy _____
Weapon & Armor Maintenance _____	Vehicle Programming _____	Suggestion _____
_____	_____	_____
_____	_____	_____

HAPPINESS IS MANDATORY!

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XP CHARACTER SHEET (SECRET SIDE)

Mutant power: _____ Registered?

Secret society: _____ Degree: _____

Current society mission: _____

Attribute ratings: Power **CLASSIFIED**

Access **CLASSIFIED**

SECRET SKILLS

Uncommon

Unlikely

Unhealthy

EQUIPMENT

Personal

Assigned

Treasonous

OTHER STUFF

Credits

Perversity

Treason codes

and evidence against others

SECRETS ARE TREASON!