



PARANOIA™

CHARACTER SHEET

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

Troubleshooter's gender: M F Other Player: _____

Service group: _____

Tics: _____

MANDATORY BONUS DUTY

- ☐ Team leader
- ☐ Loyalty officer
- ☐ Hygiene officer
- ☐ Comm & recording
- ☐ Equipment Guy
- ☐ Happiness officer
- ☐ _____

ACTION SKILLS

Management

Bootlicking _____
Chutzpah _____
Con Games _____
Hygiene _____
Interrogation _____
Intimidation _____
Moxie _____
Oratory _____

Stealth

Concealment _____
Disguise _____
Scam Radar _____
Security Systems _____
Shadowing _____
Sleight of Hand _____
Sneaking _____
Surveillance _____

Violence

Agility _____
*Energy Weapons (Violence +4) _____
Demolition _____
Field Weapons _____
Fine Manipulation _____
Hand Weapons _____
Projectile Weapons _____
Thrown Weapons _____
Unarmed Combat _____
Vehicular Combat _____

KNOWLEDGE SKILLS

Hardware

Bot Ops & Maintenance _____
Chemical Engineering _____
Electronic Engineering _____
Habitat Engineering _____
Mechanical Engineering _____
Nuclear Engineering _____
Vehicle Ops & Maintenance _____
Weapon & Armor Maintenance _____

Software

Bot Programming _____
C-Bay _____
Data Analysis _____
Data Search _____
Financial Systems _____
Hacking _____
Operating Systems _____
Vehicle Programming _____

Wetware

Biosciences _____
Bioweapons _____
Cloning _____
Medical _____
Outdoor Life _____
Pharmatherapy _____
Psychotherapy _____
Suggestion _____

HAPPINESS IS MANDATORY!

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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 Points

and evidence against others

SECRET IS A TREASON!