

PARANOIA™ XP Character Sheet



Name

Clearance

Sector

____ 1 2 3 4 5 6 ____
Clone Number

Service Group: _____ Firm: _____

Gender: ☐ M ☐ F ☐ Other Player: _____

Tics: _____

MBD: ☐ Team Leader ☐ Loyalty Officer ☐ Hygiene Officer ☐ _____
☐ C&RO ☐ Equipment Guy ☐ Happiness Officer

Action Skills

Management

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

Stealth

Concealment _____
 Disguise _____
 High Alert _____
 Security Systems _____
 Shadowing _____
 Sleight of Hand _____
 Sneaking _____
 Surveillance _____

Violence

Agility _____
 Energy Weapons _____
 Demolition _____
 Field Weapons _____
 Fine Manipulation _____
 Hand Weapons _____
 Projectile Weapons _____
 Thrown Weapons _____
 Unarmed Combat _____
 Vehicular Combat _____

Knowledge Skills

Hardware

Bot Ops & Maint. _____
 Chemical Eng. _____
 Electronic Eng. _____
 Habitat Eng. _____
 Mechanical Eng. _____
 Nuclear Eng. _____
 Vehicle Ops & Maint. _____
 Weapon & Armor Maint. _____

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 _____

PARANOIA™ XP Character Sheet (secret)



_____ — _____ — _____ — 1 2 3 4 5 6 _____
Name Clearance Sector Clone Number

Secret Society: _____

Degree: _____ Player: _____

Mutant Power(s): _____

Equipment

Treasonous Skills

Uncommon

_____	_____
_____	_____
_____	_____

Unlikely

_____	_____
_____	_____
_____	_____

Unhealthy

_____	_____
_____	_____
_____	_____

Notes

Power Rating

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Access Rating

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Treason Codes

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Perversity Points

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