#### PARANOIA™ XP CHARACTER SHEET

Name: Kara-R-FZG-1 Gender: Female

Service group: HPD & Mind Control [History Purifiers]

### **Action Skills**

Management		Stealth		Violence	
Intimidation	1	Concealment	1	Agility	10
Moxie	1	Disguise	6	Demolition	10
Bootlicking	8	High Alert	6	Field Weapons	10
Chutzpah	8	Security Systems	6	Fine Manipulation	10
Hygiene	8	Shadowing	6	Hand Weapons	10
Interrogation	8	Sleight of Hand	6	Projectile Weapons	10
Con Games	12	Surveillance	6	Thrown Weapons	10
Oratory	12	Sneaking	10	Unarmed Combat	10
				Vehicular Combat	10
				Energy Weapons	14

# Knowledge Skills

Hardware		Software	Wetware
Chemical Engineering	7	C-Bay 1	Biosciences 1
Electronic Engineering	7	Data Analysis 4	Cloning 1
Habitat Engineering	7	Data Search 4	Bioweapons 7
Mechanical Engineering	7	Financial Systems 4	Medical 7
Nuclear Engineering	7	Hacking 4	Pharmatherapy 7
Vehicle Ops & Maintenance	7	Operating Systems 4	Psychotherapy 7
Weapons & Armor Maintenance	7	Vehicle Programming 4	Outdoor Life 11
Bot Ops & Maintenance	11	Bot Programming 8	Suggestion 11

Mutant power: Desolidity

Secret society: Humanists (degree: 1)

#### Secret Skills

Uncommon		Unlikely		Unhealthy	
Demolition	10	Action Movies	1	Twitchtalk	12

#### **Notes**

■ You are spying on Humanists for Anti-Mutant (degree: 7).

Credits: 648

## Equipment

Personal	Assigned	Treasonous
Algae Chips Not Quite So Plain x2 (R) Cold Fun Single-serving cone (IR) Comb, red (R) Funbot Logo Mug (R) Funbot T-Shirt (R) Gelgernine (Inner Happiness) tablet (R) Hottorch (R)	Laser Pistol body RED Reflec armor Series 1300 PDC	Algae Chips Extra-Zesty Strawberry & Cheeze (illegal) Gelgernine aerosol spray (G)