

PARANOIA™

CRIMINAL HISTORIES CHARACTER SHEET

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

Citizen's gender: M F Other Player: _____

Character kit: _____ Occupation: _____

Service group, firm type, firm name: _____

Tics: _____

MANDATORY BONUS DUTY

- Team leader
- Comm & recording
- Equipment guy
- Happiness officer
- Hygiene officer
- Loyalty officer
-
- Ads & branding
- Agent provocateur
- Alertness officer
- Financial officer
- Medical officer
- Public relations

ACTION SKILLS

Management

Bootlicking _____

Chutzpah _____

Con Games _____

Hygiene _____

Interrogation _____

Intimidation _____

Moxie _____

Oratory _____

Stealth

Concealment _____

Disguise _____

High Alert (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 _____

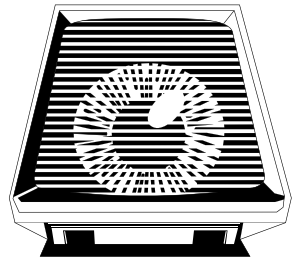
Pharmatherapy _____

Psychotherapy _____

Suggestion _____

HAPPINESS IS MANDATORY!

PARANOIA™



CRIMINAL HISTORIES SHEET (SECRET SIDE)

Mutation(s): _____ Registered?

Secret society: _____ Degree: _____

Past treasonous acts: _____

Attribute ratings: Power **CLASSIFIED** Access **CLASSIFIED**

SECRETS		SKILLS		CONTACTS		ENEMIES	
		Name	Svc grp	Name	Svc grp		
_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____		
_____	_____	_____	_____	_____	_____		

EQUIPMENT		
Personal	Assigned	Treasonous
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

OTHER STUFF	
Credits	Addictions
Perversity	Current mandates
Treason codes and evidence against others	

SECRETS ARE TREASON!