



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

- | | |
|--|--|
| <input type="checkbox"/> Team leader | <input type="checkbox"/> Ads & branding |
| <input type="checkbox"/> Comm & recording | <input type="checkbox"/> Agent provocateur |
| <input type="checkbox"/> Equipment guy | <input type="checkbox"/> Alertness officer |
| <input type="checkbox"/> Happiness officer | <input type="checkbox"/> Financial officer |
| <input type="checkbox"/> Hygiene officer | <input type="checkbox"/> Medical officer |
| <input type="checkbox"/> Loyalty officer | <input type="checkbox"/> Public relations |
| <input type="checkbox"/> _____ | |

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**

SECRET SKILLS	CONTACTS	ENEMIES																											
<table border="1"><thead><tr><th>Name</th><th>Svc grp</th></tr></thead><tbody><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr></tbody></table>	Name	Svc grp	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	<table border="1"><thead><tr><th>Name</th><th>Svc grp</th></tr></thead><tbody><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr></tbody></table>	Name	Svc grp	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Name	Svc grp																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												
Name	Svc grp																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												
_____	_____																												

EQUIPMENT																					
<table border="1"><thead><tr><th>Personal</th><th>Assigned</th><th>Treasonous</th></tr></thead><tbody><tr><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td><td>_____</td></tr></tbody></table>	Personal	Assigned	Treasonous	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Personal	Assigned	Treasonous																			
_____	_____	_____																			
_____	_____	_____																			
_____	_____	_____																			
_____	_____	_____																			
_____	_____	_____																			
_____	_____	_____																			

OTHER STUFF												
<table border="1"><thead><tr><th>Credits</th><th>Addictions</th></tr></thead><tbody><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr></tbody></table>	Credits	Addictions	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Credits	Addictions											
_____	_____											
_____	_____											
_____	_____											
_____	_____											
_____	_____											
<table border="1"><thead><tr><th>Perversity</th><th>Current mandates</th></tr></thead><tbody><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr><tr><td>_____</td><td>_____</td></tr></tbody></table>	Perversity	Current mandates	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Perversity	Current mandates											
_____	_____											
_____	_____											
_____	_____											
_____	_____											
_____	_____											
<table border="1"><thead><tr><th>Treason codes and evidence against others</th></tr></thead><tbody><tr><td>_____</td></tr><tr><td>_____</td></tr><tr><td>_____</td></tr><tr><td>_____</td></tr><tr><td>_____</td></tr></tbody></table>	Treason codes and evidence against others	_____	_____	_____	_____	_____						
Treason codes and evidence against others												

