

How to create your character

1 Photocopy the character sheet at the back of this book. Following these directions, fill it out *in pencil*, not pen!

2 Name format: *First name* — *ROYGBIV security clearance initial* — *three-letter sector designation* — *clone number*. Ordinarily your clone number starts at 1 (the Prime), but, uhh, don't circle the 1 until you've finished the Prehistory Pachinko in Chapter 3. Not that anything could possibly go *wrong*, you understand, but....

3 Pick one **character kit** from those listed in Chapter 1. Pencil in the default skill and specialty ratings.

4 The Gamemaster determines your character's **occupation**. This character sheet assumes your character is a Troubleshooter. If your GM is using the *Extreme PARANOIA* rules supplement, your character might be a vidstar, mad scientist, executive, or something else.

5 Consult the tables in Chapter 2 to determine your **service group** and **service firm type**. The GM will tell you which specific firm of that type you work for. He may just designate a service group and firm for you based on your chosen character kit.


The service firm tables come from the *PARANOIA* supplement *Service, Service!* If your GM doesn't have that book, ignore any result with an asterisk (*) and roll again.

6 There's a long list of **tics** at the end of the book. Use them as inspiration in choosing your own two tics. Remember, a tic is by definition *visible* and *instantly recognizable* within a few minutes of casual association with your character.

7 Your **Mandatory Bonus Duty** may be assigned at the start of your mission or before play begins. The six MBDs in the first column are presented in the *PARANOIA* rulebook. The six in the second column come from the *Extreme PARANOIA* rules supplement. If your GM doesn't have that supplement, ignore these MBDs.

8 Use your chosen character kit's starting default skill and specialty ratings. Ratings range from 01 (terrible) to 18 (terrific).

If you're creating a character without a kit, roll 1d20 for each of your six skills, then halve the number rolled to get the rating; for results under 4, the skill's rating is 04. Or you can allocate 40 points among the skills (putting at least 4 in each one), or just make all the ratings 07.



PARANOIA™

CRIMINAL HISTORY-SPECIALTY SHEET

Citizen: **2** - - - - - 1 2 3 4 5 6

Name: _____ Clearance: _____ Sector: _____ Clone number: _____

Citizen's gender: ☐ M ☐ F ☐ Other ☐ Player: _____

Character kit: **3** _____ Occupation: **4** _____

Service group, firm type, firm name: **5** _____

Tics: **6** _____

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 |

| 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 _____ Pharmacotherapy _____ Psychotherapy _____ Suggestion _____ _____ _____ _____ |

HAPPINESS IS MANDATORY!

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Optionally, you may take up to six **common specialties** (the areas of concentration listed under each skill). Each specialty you choose has a rating 4 higher than the governing skill. If you take a common specialty, take a compensating common weakness in the same skill. The weakness rating is 01.

You have open 'slots' for six **narrow specialties**, one in each skill. Your kit includes a few narrow specialties. You can take the others now, or leave the slots open and define them during play. Each narrow specialty has a rating 6 higher than the governing skill, and no compensating weakness.

Each PC in the game has a **vital specialty** related to this particular session's premise. This character sheet assumes your character is a Troubleshooter, which means his vital specialty is Energy Weapons. If your GM is using the *Extreme PARANOIA* rules supplement, your character might be a vidstar, mad scientist, executive, or something else. In that case you'll have a different vital specialty in place of Energy Weapons, and you would treat Energy Weapons just like any other common specialty.

Your vital specialty rating is equal to the governing skill's rating plus 4. You can't take a vital specialty as a weakness, and it doesn't count against your six common specialties.

Service group specialty: Select one common specialty from the list for your service group in Chapter 2. The specialty rating is 4 higher than the governing skill, and has no compensating weakness. Alternately, if the service group grants you a specialty you've already taken, you can 'bump up' the existing common specialty's rating by 4 (maximum 18).

Creating your PC's backside

The steps below relate to the back side of your character sheet, the secret side. Don't let other players see this side! Of course you must show it to your Gamemaster if he asks.

1 To determine your character's **mutation**, find which play style your GM is using (Classic, Straight or Zap) and consult the appropriate mutant power chart in Chapter 2.

These charts use the expanded mutation rosters in *The Mutant Experience*. If your GM isn't using that supplement, use only the top mutation chart for each style, and ignore the bottom chart.

2 Your character kit may suggest a **secret society**. The GM may assign you that society on the spot or may ask you to consult the secret society charts in Chapter 2.

Your starting degree (rank) depends on the GM's chosen play style: *Classic*=1d20 divided by 4, *Straight*=1, *Zap*=1d20.

3 Use Chapter 3's Prehistory Pachinko to determine your past treasonous acts. Record them here along with the punishment codes for your sad fate in case anyone finds out about said acts. If you run out of space, attach a separate sheet. Think of it as your resumé.

4 You don't know your **Power** and **Access** attribute ratings. But the Prehistory Pachinko in Chapter 3 may tell you to adjust these ratings. Record the total adjustments and report them to your GM, who will take it from there.

5 Pick three skills from the **Secret skills** chart in Chapter 2: one Uncommon skill, one Unlikely and one Unhealthy. Rating for Secret skills not on the regular non-secret specialty list=1d20. For regular specialties: governing skill +4. If you already have that specialty or weakness, don't change the existing rating.

6 The Prehistory Pachinko in Chapter 3 will generate a number of people from your past, who may or may not like you, but who remember you and what you did. Write their names and service groups in your **Contacts** and **Enemies** lists. Who knows? You (or your teammates) may someday bump into those old acquaintances....

PARANOIA™



CRIMINAL HISTORIES SHEET (SECRET SIDE)

Mutation(s): **1** ☐ Registered?

Secret society: **2** Degree: _____

Past treasonous acts: **3**

Attribute ratings: Power **CLASSIFIED 4** Access **CLASSIFIED**

| SECRET SKILLS | CONTACTS | ENEMIES | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------|--|---------|---------|--|--|--|--|--|--|--|--|--|--|--|------|---------|--|--|--|--|--|--|--|--|--|--|
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EQUIPMENT

| Personal | Assigned | Treasonous |
|----------|----------|------------|
| 7 | | |

OTHER STUFF

| | |
|---|------------------|
| Credits | Addictions |
| Perversity | Current mandates |
| Treason codes and evidence against others | |

SECRETS ARE TREASON!

Questions? rulesmasters@mongoosepublishing.com • Find more PARANOIA material of surprising brilliance and depth at www.mongoosepublishing.com • Sheet design by Michael Purgar

7 Consult the consolidated **equipment lists** in Chapter 2 to buy personal and treasonous equipment with your starting credit allotment. But wait until you've run through the Prehistory Pachinko in Chapter 3, because the tables there might bestow all manner of great and/or incredibly perilous stuff. Or bankrupt you, one or the other.

8 Starting **credits**=1,000cr, unless your GM tells you different. The Prehistory Pachinko in Chapter 3 may adjust that total for good or ill.

Starting **Perversity points**=25, plus up to 10 more if you selected two recognizable and unique tics. These are *your* Perversity points, not your character's, and will stick with you through thick and thin no matter how many PCs you kill off.

Treason codes are letter-number combinations the GM may politely order you to record at various points during the mission.

You may develop various **addictions** during the Prehistory Pachinko process.

Mandates are service group-specific instructions and authorizations presented in the *Service, Service!* supplement. Your GM may generously grant you one or more of these interesting mandates during play.