| PARANOIA Character Sheet | |
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| Character Name | Player Name. |
| PRIMARY ATTRIBUTES 1D10+8 Strength | SECONDARY ATTRIBUTES Carrying Capacity Damage Bonus Macho Bonus Melee Bonus Aimed Weapon Bonus Comprehension Bonus Believability Bonus Repair Bonus |
| DAMAGE STATUS Wounds: | CREDITS 100 |
| SECURITY CLEARANCE | SERVICE GROUP |
| SECRET SOCIETY | SECRET SOCIETY RANK |
| MUTANT POWER(s) | |
| WEAPON TO HIT | EQUIPMENT red reflec armor laser pistol laser barrel (red stripe) jump suit utilitity belt & pouches Com Unit I knife notebook & stylus |
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