PARANDIA Character Sheet Player ___ Name Security Clearance: (IR) R O Y G B I V (UV) Service Group____ Skill Damage Experi-Attributes mental? Weapon Number Type Rating Range Carrying Capacity_____ Strength _____ Damage Bonus_____ Endurance _____ Macho Bonus____ Agility_____ Agility Skill Base_____ Dexterity_____ Dexterity Skill Base_____ Moxie_____ Moxie Skill Base_____ Chutzpah_____ Chutzpah Skill Base_____ Rating Armor Mechanical Apt. _____ Mech. Skill Base_____ Power_____ Skills Moxie Skill Base: Dexterity Skill Base: Agility Skill Base: Energy Weapons_____ Biochemical Therapy Force Sword_____ Biosciences _____ Grenade ______ Field Weapons_____ Chemical Engineering Laser Weapons___ Neurowhip _____ Data Analysis _____ Primitive Melee Weapons_____ Primitive Missile Weapons_____ Data Search_____ Projectile Weapons Truncheon_____ Demolition _____ Vehicle Aimed Weapons ______ Unarmed____ Electronic Engineering Vehicle Field Weapons_____ Chutzpah Skill Base: Mechanical Engineering Vehicle Launched Weapons______ Medical_ Bootlicking_____ Mechanical Skill Base: Nuclear Engineering Bribery_____ Autocar Op. & Maint.______ Copter Op. & Maint. Fast Talk _____ Crawler Op. & Maint. Surveillance_____ Forgery_____ Survival _____ Docbot Op. & Maint. ___ Interrogation_____ Flybot Op. & Maint. Intimidation_____ Habitat Engineering Motivation_____ Oratory_____ Hover Op. & Maint._____ lackobot Op. & Maint. Psychescan_____ Scrubot Op. & Maint. Spurious Logic_____

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Transbot Op. & Maint.______

Vulturecraft Op. & Maint._____

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PARANCIA Character Sheet (Serret Stuff)

| NamePlayer Secret Society | |
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| Mutant Power | |
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| Damage Scacus Credics Personal Equipment | |
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