



## Red Clearance Ready Reference Sheet

Warning! This document is classified Red Clearance!  
Reading of this document by those  
of Infrared Clearance is Treason!

### Attribute Chart

Attribute Value	Skill Base	Bonus
1-3	0	0
4-6	1	0
7-10	2	0
11-13	3	0
14	3	1
15-17	4	1
18	5	1
19-20	5	2

### Carrying Capacity Chart

Strength	Carrying Capacity (in kilograms)
1-12	25
13	30
14	35
15	40
16	45
17	50
18	55
19	60
20	65

### Service Group Table

Roll	Service Group
1-2	Internal Security
3-4	Technical Services
5-8	HPD&MC
9-11	Armed Forces
12-14	PLC
15-16	Power Services
17-18	Research & Design
19-20	CPU

#### Footnotes

1: This power may not be registered (unless you like being executed).

2: To be in Psion you must have a psionic Mutant Power.

\*: Psionic Mutant Power

### Mutant Power Table

Roll	Mutant Power
1	Adrenaline Control
2	Charm
3	Deep Probe*
4	Electroshock
5	Empathy*
6	Energy Field*
7	Hypersenses
8	Levitation*
9	Machine Empathy <sup>1</sup>
10	Matter Eater
11	Mechanical Intuition
12	Mental Blast*
13	Polymorphism
14	Precognition*
15	Pyrokinesis*
16	Regeneration
17	Telekinesis*
18	Telepathy*
19	Teleport*
20	X-Ray Vision

### Secret Society Table

Roll	Secret Society
1	Anti-Mutant
2	Computer Phreaks
3	Communists
4	Corpore Metal
5-6	Death Leopard
7-8	FCCCP
9	Frankenstein Destroyers
10	Free Enterprise
11	Humanists
12	Illuminati
13	Mystics
14	Pro Tech
15	Psion <sup>2</sup>
16	PURGE
17	Romantics
18-19	Sierra Club
20	"Other"

### Service Group Skills

#### Internal Security

Truncheon	Unarmed
Interrogation	Intimidation
Laser Weapon	Security
Surveillance	

#### Technical Services

Spurious Logic	Autocar Op&M
Transbot Op&M	Docbot Op&M
Jackobot Op&M	Scrubot Op&M
Electronic Eng	Mechanical Eng

#### HPD&MC

Bootlicking	Con
Forgery	Oratory
Docbot Op&M	Biochem Therapy
Medical	

#### Armed Forces

Grenade	Prim Melee Weapon
Unarmed	Motivation
Laser Weapon	Projectile Weapon
Demolition	Survival
Vulturecraft Op&M	

#### PLC

Bribery	Fast Talk
Forgery	Habitat Eng
Jackobot Op&M	Biosciences

#### Power Services

Spurious Logic	Habitat Eng
Jackobot Op&M	Chemical Eng
Electronic Eng	Mechanical Eng
Nuclear Eng	

#### Research & Design

Jackobot Op&M	Biosciences
Data Analysis	Data Search
Electronic Eng	Mechanical Eng

#### CPU

Fast Talk	Intimidation
Motivation	Psychescan
Security	Data Analysis
Data Search	

### Character Generation Summary

1. Beg for, borrow, or steal a character sheet from your GM (or make your own).
2. Think of an appropriate name.
3. Roll once for each attribute.
3. Re-roll any two attributes.
4. Add up your attributes, and if they don't equal or exceed 80, whine to the GM until he or she lets you roll again.
5. Write down your attributes and figure out their various bonuses.
6. Roll for a Service Group.
7. Roll for a Mutant Power, and choose if you want to register it.
8. Roll for a Secret Society.
9. Choose skills. You have 30 points to spend. No skill can be above 12 unless it is one of the ones that you receive "special training" in from your Service Group.
10. Most Red Clearance Troubleshooters start with:

Red Reflec Armor  
Laser Pistol  
1 Red Laser Barrel  
Jumpsuit  
Utility Belt with Pouches  
Comm Unit Type I  
Notebook & Stylus  
100 Plasticreds

You can spend your Plasticreds on things listed in the Red Clearance Equipment table, or keep them for later.





## Red Clearance Ready Reference Sheet

Warning! This document is classified Red Clearance!  
Reading of this document by those  
of Infrared Clearance is Treason!

## Security Clearances

(Infrared)	<b>Red</b>	<b>Orange</b>
Yellow	<b>Green</b>	<b>Blue</b>
Indigo	<b>Violet</b>	<b>Ultraviolet</b>

### Red Clearance Equipment

Cost	Item
1	Bag of Crunchetym Algae Chips
3	Boot Polish
2	Bottle of Bouncy Bubble Beverage
5	Bottle of Super Shine Mouthwash ( <i>Cleans Teeth to Their Core!</i> )
10	Bucket
50	Bullhorn
2	Cold Fun in a self-sealing puck
25	First Aid Kit
10	Flashlight
50	Gas Mask
2	Happiness Energy Bar
100	Hottorch
5	Official Teela-O Picture Mirror
25	Personal Hygiene Kit
50	Personalized Jumpsuit
12	Pillow
1/m	Plasticord (1 credit per meter)
15	Poncho
25	Smoke Alarm
25	SuperGum
25	SuperGum Solvent
25	Thermos
8	<i>Troubleshooting and You!</i>
	Pamphlet
5/m	Velcro Strip (5 creds per meter)

### Skill Summary

#### Agility Skills

**Force Sword, Neurowhip, Truncheon, and Unarmed:** Melee Combat skills.  
**Grenade:** Missile Combat skill.  
**Primitive Melee Weapon:** Things like knives, swords, clubs...

#### Chutzpah Skills

**Bootlicking:** Ingratiating yourself with your superiors  
**Bribery:** Trading items for services. Use of this skill is Treasonous.  
**Con:** Persuading someone to let you do something that they probably shouldn't.  
**Fast Talk:** Like Con, but quicker. Getting past guards at a checkpoint is Fast Talk.  
**Forgery:** Faking forms and signatures. Use of this skill is Treasonous.  
**Interrogation:** Extracting useful information from Commie scum.  
**Intimidation:** Getting cooperation from your inferiors.  
**Motivation:** Getting a few people thinking your idea is a good idea.  
**Oratory:** Speech-giving. Motivation for large groups.  
**Psychescan:** Lie detection when you are talking to someone.  
**Spurious Logic:** Con & Fast Talk for use against Bots and computers.

#### Dexterity Skills

**Energy, Field, Laser, and Projectile Weapons:** Missile Combat skills. Includes repairing them.  
**Primitive Missile Weapons:** Bow and arrows, Bouncy Bubble Beverage containers...  
**Vehicle Aimed, Field, and Launched Weapons:** Vehicle Combat skills.

#### Mechanical Skills

**Habitat Engineering:** Knowledge of the air, comm, transport, water, and waste systems.  
**Bot Operation and Maintenance:** How to use and repair the various types of bots.  
**Vehicle Operation and Maintenance:** How to use and repair various vehicle types.

#### Moxie Skills

**Biochemical Therapy:** Better living through Chemistry.  
**Biosciences:** Making mutant monsters.  
**Chemical Engineering:** Mixing chemicals, often with explosive results.  
**Data Analysis:** Making sense of Computer-printed materials.  
**Data Search:** Finding information using Friend Computer.  
**Demolitions:** Blowing big things up without blowing yourself up too.  
**Electronic Engineering:** Making electronic devices from resistors and capacitors.  
**Mechanical Engineering:** Rube Goldberg contraptions and such.  
**Medical:** Healing injured Citizens.  
**Nuclear Engineering:** If you want to stop a reactor from melting down, you need this.  
**Old Reckoning Cultures:** Knowledge of Pre-Oops people and things.  
**Security:** Disabling locks and alarms.  
**Stealth:** The art of not being seen.  
**Surveillance:** Bugging and debugging things.  
**Survival:** How to live Outdoors without generating clone replacements.

### Alpha Complex Battle Hymn

Mine eyes have seen the coming of another  
Commie horde,  
If I can hold them off alone Hot Fun is my  
reward,  
"Please engage the menace, Citizen," I hear  
on my comcord,  
When will the Vultures arrive?

(chorus)  
Glory, Glory, Hail Computer!  
Glory, Glory, Hail Computer!  
Glory, Glory, Hail Computer!  
My clone keeps marching on.

They're advancing on all sides now and I'll  
soon be overrun,  
I try to open fire but there's a malfunction  
with my gun,  
So I toss a nuke grenade and then turn tail  
and run,  
When will the Vultures arrive?

(chorus)

The Commies are all vapor now and for that  
I'm real glad,  
My geiger-counter indicates I took a  
thousand rad,  
I check with The Computer and find out  
that's not too bad,  
When will the docbot arrive?

(chorus)

### Copyright Notice

The information provided in this document comes from the Paranoia 2nd Edition main book and the 2nd Edition Excessory Pack. Paranoia, the Eye of the Computer, and the Computer Monitor are trademarks of or copyrighted by West End Games, used without permission.

This document © 1998 Michael Miller. Feel free to distribute it in unchanged form.

If you have comments or complaints, send email to parody@io.com.

