



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 ¹
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 ²
16	PURGE
17	Romantics
18-19	Sierra Club
20	"Other"

Service Group Skills

Internal Security

Truncheon	Unarmed
Interrogation	Intimidation
Laser Weap	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 Weap
Unarmed	Motivation
Laser Weap	Projectile Weap
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.





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Security Clearances

(Infrared)	Red	Orange
Yellow	Green	Blue
Indigo	Violet	Ultraviolet

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)

Red Clearance Equipment

Cost	Item
1	Bag of Cruncheetym Algae Chips
3	Boot Polish
2	Bottle of Bouncy Bubble Beverage
5	Bottle of Super Shine Mouthwash (Cleans Teeth to Their Core!)
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.

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