



Ultraviolet Clearance Reference Sheet

Warning! This document is classified Ultraviolet Clearance!
Reading of this document by those
of Violet Clearance or below is Treason!

Vehicular Accidents & Falling from Great Heights Table

Fall (in m)	0-5	6-10	11-15	16-20	21-100	101-1000	1001-10,000	10,001-farther
Speed of Crash (km/h)	0-10	11-25	26-50	51-100	101-200	201-500	501-1000	1001-10,000 faster
Effects								
None	1-8	1	-	-	-	-	-	-
Stun	9-15	2-9	1	-	-	-	-	-
Wound	16-18	10-15	2-9	1	1	-	-	-
Incapacitate	19	16-18	10-15	2-9	2	1	-	-
Kill	20	19-20	16-20	10-20	3-20	2-20	1-19	1-18 1
Vaporize	-	-	-	-	-	-	20	19-20 2-20

Vehicle Combat Modifiers Chart

Action	Modifier	Action	Modifier
Hovering	-1	Going Slow (-25 kph)	-3
Evading	-3	Going Fast (26+ kph)	-6

Insanity Table

(really optional)

Roll	Result	Treasonous Act	Treason Points
1-10	Stunned	Mutation:	
11-15	Anxiety Attack	Registration of	5
16-19	Paranoia/ Personality Disorder	Suspicion of	2
20	Whacko	Proof of	5
		Incontrovertible Proof of	10
		Possession of Machine Empathy	20
		Secret Society Membership:	
		Confessing	5
		Suspicion of	2
		Proof of SS Membership	5
		Incontrovertible Proof of	10
		Knowledge of Communist Doctrine	10
		Being a Communist	50
		Failure to Complete a Mission	1
		Being the Sole Survivor of a Mission	2
		Turning Off One's Communicator	
		During a Mission	1
		Evading IntSec or Computer Surveillance	1
		Doubting The Computer	1

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Security Clearances

(Infrared)	Red	Orange
Yellow	Green	Blue
Indigo	Violet	Ultraviolet

Vehicle Weapons Chart

Weapon	Damage Number	Type	Radius	Range*	Ammo*	Spray*
Laser Cannon I	13	L	-	200m	1	-
Laser Cannon II	13	L	-	200m	2	-
Laser Cannon III	13	L	-	200m	3	-
Anti-Missile Laser	8	L	-	100m	3	S
Sonic Blaster	14	E	50+	50m	3	-
Firethrower	15	F	-	40m	10	S
Tube Cannon I	5	-	-	200m	1	-
Tube Cannon II	5	-	-	200m	1	-
Missile Racks	5	-	-	15km	1	-
Gas Thrower	6	-	20	20m	10	-

Footnotes

*: Optional Rule

1: May fire once every 10 rounds.

2: May fire once every 5 rounds.

3: May fire every round.

4: Fires in 60° cone to front of weapon.

5: Fires Cone Rifle shells. Tube Cannon Is require a clone loader; TCIIIs have an autoloader and fire twice per round.

6: Fills area around vehicle with any of the gases available for Cone Rifle shells.

Treason Chart

Treasonous Act	Treason Points	Loyal Act	Treason Points
Failure to Be Happy	1	Executing a Traitor	-2
Being Out of Uniform	1	Turning a Traitor Over to IntSec	-1
Failing a Hygeine Inspection	1	Unmasking a Traitor Who is Executed by Someone Else	-1
Disobeying Orders from: a Security Clearance Superior	*	Completing a Mission	-1
a Mission Superior	2	Receiving a Commendation from a Superior	-1
The Computer	5	Testing Experimental Equipment, Protecting it from Damage, and Filing a Report of Test Results	-1
Failure to Defer to a Citizen of Higher Security Clearance	1	Being Extremely Happy	-1
Being Present in a Location of Higher Security Clearance	*		
Possessing a Treasonous Skill	10		
Damaging, Destroying, or Losing Assigned Equipment	*		
Possessing Unauthorized Information or Equipment	*		
Refusing the Assignment of Experimental Equipment	1		
Being Accused of Treason	2		
Making a False Accusation of Treason	5		

*: Variable. The number equals the difference in Security Clearance between the Traitor and the person, area, or equipment being mistreated. Thus, a Red level Troubleshooter in a Blue clearance hallway gets 3 Treason Points. For equipment, you may wish to base it on the value of the equipment instead.