

PARANOIA Character Sheet

Name	<u>Sail-R-MUN-1</u>	Secret Society	<u>Church of the Computer (Lasers of the Faithful)</u>
Service Group	<u>Internal Security</u>		
Player	<u>Peter</u>	Mutant Power	<u>Electroshock</u>
Acct/Password	<u>sailrmun / douglock</u>		

Attributes				Weapon	Skill	Type	Damage
Strength	<u>16</u>	Car Cap	<u>45</u>	<u>Laser</u>	<u>9</u>	<u>L</u>	<u>8</u>
Endurance	<u>13</u>	Damage Bonus	<u>1</u>	<u>Unarmed</u>	<u>12</u>	<u>I</u>	<u>6</u>
Power	<u>12</u>	Macho Bonus	<u>0</u>	<u>Truncheon</u>	<u>8</u>	<u>I</u>	<u>9</u>
Agility	<u>20</u>	Agility Skill Base	<u>5</u>	<u>Sword</u>	<u>10</u>	<u>I</u>	<u>10</u>
Dexterity	<u>14</u>	Dex Skill Base	<u>3</u>				
Moxie	<u>12</u>	Moxie Skill Base	<u>3</u>	Armor	Type	Rating	
Chutzpah	<u>6</u>	Chut Skill Base	<u>1</u>	<u>RED reflec</u>	<u>L</u>	<u>4</u>	
Mechanical Apt	<u>12</u>	Mech Skill Base	<u>3</u>	<u>Battleplast Armor</u>	<u>I & P</u>	<u>3</u>	

SKILLS

Agility Skill Base	<u>5</u>	Dexterity Skill Base	<u>3</u>	Moxie Skill Base	<u>3</u>
Force Sword	<u>7</u>	Energy Weapons	<u>3</u>	Biochemical Therapy	<u>3</u>
Grenade	<u>5</u>	Field Weapons	<u>3</u>	Biosciences	<u>3</u>
Neurowhip	<u>5</u>	Laser Weapons	<u>9</u>	Chemical Engineering	<u>3</u>
Primitive Melee Weapons	<u>10</u>	Primitive Missile Weapons	<u>3</u>	Data Analysis	<u>3</u>
Truncheon	<u>8</u>	Projectile Weapons	<u>3</u>	Data Search	<u>3</u>
Unarmed	<u>12</u>	Vehicle Aimed Weapons	<u>3</u>	Demolitions	<u>3</u>
		Vehicle Field Weapons	<u>3</u>	Electronic Engineering	<u>3</u>
Chutzpah Skill Base	<u>1</u>	Vehicle Launched Weapons	<u>3</u>	Mechanical Engineering	<u>3</u>
Bootlicking	<u>1</u>			Medical	<u>3</u>
Bribery	<u>1</u>	Mechanical Skill Base	<u>3</u>	Nuclear Engineering	<u>3</u>
Con	<u>1</u>	Autocar Ops & Maint	<u>3</u>	Security	<u>10</u>
Fast Talk	<u>1</u>	Copter Ops & Maint	<u>3</u>	Stealth	<u>12</u>
Forgery	<u>1</u>	Crawler Ops & Maint	<u>3</u>	Surveillance	<u>8</u>
Interrogation	<u>6</u>	Docbot Ops & Maint	<u>3</u>	Survival	<u>3</u>
Intimidation	<u>5</u>	Flybot Ops & Maint	<u>3</u>		
Motivation	<u>1</u>	Habitat Engineering	<u>3</u>	Other Skills	
Oratory	<u>1</u>	Hover Op & Maint	<u>3</u>		
Psychescan	<u>1</u>	Jackobot Ops & Maint	<u>3</u>		
Spurious Logic	<u>1</u>	Scrubbot Ops & Maint	<u>3</u>		
		Transbot Ops & Maint	<u>3</u>		
		Vulturecraft Ops & Maint	<u>3</u>		

Equipment

<u>RED Coveralls</u>	<u>Utility belt and</u>
<u>pouches</u>	<u>com unit</u>
<u>RED reflec armor</u>	<u>Truncheon</u>
<u>Battleplast armor</u>	<u>3 RED laser</u>
<u>Laser pistol</u>	<u>Pad & Pen</u>
<u>barrels</u>	
<u>2 short swords</u>	

Notes

You are Sail-R-MUN-1, a loyal troubleshooter in service to the Computer.

Actually, you really are.

Sail-R looks very much like Chun Li, the asian girl in "Street Fighter II." She is muscular, stern, and very intimidating.

Sail-R is a member of Internal Security and is one of the few that doesn't use some kind of stupid cover. She is extremely proud to be an agent of justice in an increasingly more and more lawless sector. Sail feels very deeply that the rules of the Complex are just and appropriate, and lives to make Alpha a safer, more loyal place. Her only flaw may be in being a little too enthusiastic in doling out discipline to transgressors.

Like many loyal citizens, Sail is a member of the First Church of Christ Computer Programmer. Her particular sect is known as the Lasers of the Faithful, who are devoted to the eventual elimination of all of those who are not worthy of the Computer's beneficent rule. Pretty much everybody except the Lasers themselves fall into this category, but most especially the other (heretical) sects of the FCCCP. The Lasers of the Faithful are always preparing for the prophesied rise of the Anti-Computer.

Sail's usual process with infidels is to wait for signs of disloyalty. Then she will question the heretic and look for signs of weakness or treason. If they show signs of appropriate devotion, she may try to convert them, but if she can gather even fairly convincing evidence of treason, she will not hesitate to bring the traitor to justice by any means possible. She would prefer to bring them in alive, but that just doesn't seem to happen very often.

The secret sign of the Lasers is to make the Sign of the Monitor--touching four points on your chest in a rectangle to mark the four corners of a Computer monitor--and then crossing the monitor with two diagonal strokes. Members of treasonous FCCCP sects also make the sign of the monitor, but can be recognized because they don't then cross it.

Sail-R is aware that her membership with the Lasers is technically treasonous, but she feels that this is a devotion to a higher truth and merely reinforces her commitment to law and order rather than conflicting with it.

Sail-R's other treasonous vice is her mutant ability of electroshock. This ability allows her to deliver an extremely powerful electric shock to anyone she comes into physical contact with. She normally uses this in conjunction with a punch or kick. Others have often been amazed at how a single kick from Sail-R can leave a smoking charred hole in a clone's chest.

Sail occasionally feels a twinge of guilt about her mutant power but rationalizes it as a "gift from the Computer's clone banks," that she only uses for the good of the Complex.