ParanoiD20 [1]

General

Basic mechanic is the same as standard D20: d20+Modifier vs. DC

Ability Scores
A clone has the following abilities:
Strength: as Standard d20, but does not modify attack rolls
Agility: Nimbleness and quickness. Modifies AC and some weapons skills
Dexterity: Manual dexterity, fine motor skills, Aiming.
Endurance: Health and hardiness. ½ End Modifier = Macho, a form of damage reduction)
Moxie: Intelligence and Intuition
Chutzpah: Charisma and Cajones
Mechanical Aptitude: Ability to understand an operate machinery
Power: Ability to understand and control ones own mutant power

Paranoia has only one class, namely "Clone."

Attacks are skill based. So, to attack with a laser pistol, Roll D20, add Laser Pistol Skill (which is already modified by the clone's Dex modifier) and compare to the target's AC.

There are no, feats, as yet. But if you really want to wield both the weapons R&D provided you at the same time, be my guest.

Clones may advance in level, at the sole whim of the GM. They gain approximately 4 skill points per level, and have a save progression equal to a commoners, but do not gain HP or other benefits of leveling.

Separately, clones may be granted higher security clearance by the Computer.

Every clone has 6hp. (No CON bonus to hp [no Con, period], but see Macho below)

Mutant Powers are used exactly like skills, modified by the Power ability. Normally no skill points may be spent to improve the use of the power. Certain unnamed Commie mutant traitors may be able to obtain training in the use of particular powers, but this would be treason, and it's best not to bring it up .

Combat:

Attacks are as in standard d20, except:

A natural 1 or any result of 1 or lower, results in a weapon malfunction. A natural 20 may, at the GM's sole discretion, be a crit.

There is no BAB. Instead, a clone adds his skill points in a particular weapon, modified by the appropriate ability score to the attack roll.

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[1] (Ian Liston's very quick and dirty d20 conversion of Paranoia 2 nd edition, copyright 1987, West End Games. Concepts from Paranoia used without permission but also without malice, an attempt to challenge copyright or profit motive. How's that for Paranoia?)

When a weapon hits, roll d20, roll damage, and then subtract the target's Macho (1/2 the Endurance modifier, rounded down). If the target is wearing appropriate armor (i.e. its type matches the damage inflicted), subtract the Armor Rating from the damage. If a melee weapon, add the attacker's Strength modifier. A re sult of 0 or less indicates no damage suffered.

A clone is incapacitated at 1hp, and killed at 0 or below. At –10 or below, the clone is also considered vaporized.

Weapons and Armor

Non Experimental					
Weapon	Damage Rating	Type	Radius	Range	Ammo
Bow	1d6-1	I		40	20
Brass Knuckles	1d4	I			
Club, Chair, Etc	1d8-2	I			
Laser Pistol	1d8-2	L		50	6
Laser Rifle	1d6	L		100	
Grenade	1d6	P	5	20	
Knife	7	I		20	
Neuro Whip	1d8-1	E			
Rock	5	I			
Slugthrower					
Solid Slug	1d8-2	P		50	6
Dum-Dum	1d8-2	P		40	6
Explosive	1d6	P		40	3
Armor Piercing	1d6	AP		40	3
Napalm	1d8-2	F	3	40	1
ECM - bots only	1d4-1	F	10	40	1
Sword	1d6				
Unarmed	1d4-1	I			
Truncheon	1d8-2	I			

Experimental	Damage Rating	Type	Radius	Range	Ammo
Blaster	1d6	E		50	1
Energy Pistol	1d8-2	E		50	5
Flamethrower	2d4-1	F		20	10
Ice Gun	1d8-2	P		50	25
Needler	1d8-2	AP		20	20
Sonic Pistol	1d8-2	E		60	10
Sonic Rifle	1d8-2	E		100	10
Force Sword	2d4	E			
Gauss Gun (bots)	1d6	F	20	20	100
Hand Flamer	1d8-1	F		40	3
Plasma Generator	6d6	F	20	20	
Semi Auto Slugthrower					
Solid Slug	1d8-2	P		60	10
Dum-Dum	1d6	P		40	10
Explosive	1d8-1	P		40	5
Armor Piercing	1d8-1	AP		40	5
Napalm	1d6	F	3	40	1
ECM - bots only	1d8-1	F	10	40	1

Armor	Type	Note
Reflec	L3	Vs Lasers of same or lower security clearance
Kevlar	P2	P Armor protects against P and I weapons
Asbestos Clothes	F3	Fire
Farraday Suit	E3	Energy
Environmental Suit	All1	All types of Damage
Combat Suit	All3	
Battle Armor	All6	
Leather	I1	Vs. Inertial Damage (I) only
Chain	I2	
Plate	I3	

Skills

The character's ability modifier is used as the skill base for all skills related to the ability Clones receive 30 skill points to start, and no more than 12 points may be put in any one skill. There are no Class, Cross Class, or prohibited skills, and all skills are available for use untrained, modified by the appropriate ability score. The Computer may, at its sole discretion, grant additional training in a particular skill related to the clone's service group. DCs are, of course, utterly arbitrary.

Y=Character may receive Special Training from his or her service group
*= Treasonous Skill

	Internal Security	Technical Services	HPD & Mind Control	Armed Forces	PLC	Power Services	R&D	CPU
Agilty Skills								
Force Sword								
Grenades				Y				
Neurowhip								
Primitive Melee				Y				
Truncheon	Y							
Unarmed	Y			Y				
Chutzpah Skills								
Bootlicking			Y		Y			
Bribery*								
Con			Y					
Fast Talk					Y			Y
Forgery*			Y		Y			
Interrogation	Y							
Intimidation	Y							Y
Motivation				Y				Y
Oratory			Y					
PsycheScan								Y
Spurious Logic		Y				Y		
Dexterity Skills								
Energy Weapons								
Field Weapons								
Laser Weapons	Y			Y				
Projectile Weapons				Y				
Primitive Missile Weapons								
Vehicular Aimed Weapons								
Artillery								
Mechanical Skills								
Habitat Engineering					Y	Y		
Robot Op & Maint.								
Transbot		Y						
Docbot		Y	Y					
Jackobot		Y			Y	Y	Y	
Scrubot		Y						
Vehicle Op and Maint								
Vulturecraft				Y				
Autocar		Y						
Moxie Skills								
Biochemical Therapy			Y					
Demolition				Y				
Medical			Y					
Security	Y							Y
Stealth								
Surveilance	Y							
Survival				Y				
Biosciences					Y		Y	
Chemical Eng.						Y		
Electronic Eng.		Y				Y	Y	
Mechanical Eng.		Y				Y		
Nuclear Eng.						Y		
Data Analysis							Y	Y
Data Search							Y	