

MIND CONTROL MOON LANDING REPUBLICANS  
WATER FLOUR IDATION AIDS GULF OF TONKIN  
HOLLOW EARTH M16 WATER GATE CHEM TRAILS  
UNITED NATIONS NASA CHARLES LINDBERGH  
RMS LUCITANIA COLD WAR UFO M KULTRA FEMA  
BLACK PROJECT MOON IS FAKE GEORGE W BUSH  
VATICAN SECRET ARCHIVES JFK ZEITGEIST  
A440 SEPTEMBER ELEVEN ALIEN LIFE ACORN  
LUNAR LANDING HOAX **C**ODEX ALIMENTARIUS  
AURORA AIRCRAFT **G**LOBAL WARMING MASONS  
ELVIS LIVES **M**H17 **D**ONALD TRUMP POTUS CIA  
SWINE FLU SADDAM HUSSEIN AREA 51 OCCUPY  
ILLUMINATI GLOBAL **P**ANDEMIC EVOLUTION  
NEW WORLD ORDER RECLIPSE FAKED MALCOLM X  
DEEP STATE ACTORS **S**IRIAN NUCLEAR TEST  
FLATEARTH FALSE FLAG OPERATIONS **M**H370  
FB GUN CONTROL REIC **H**STAG FIRE COLD WAR  
STANLEY KUBRICK **R**OYAL FAMILY RED SCARE  
DEMOCRATS JEFFRY EPSTEIN POTUS LIZARD  
FAKE NEWS MEN IN BLACK EBOLA UFO COVERUP  
ABRAHAM LINCOLN WALT DISNEY BIG PHARMA  
GENETICALLY MODIFIED ORGANISM REGIME  
WEATHER CONTROL COMMUNISTS SHOOVER DAM  
SKULL AND BONES HITLER ESCAPE STAR WARS  
NATO TUPAC SHAKUR LIVES MADRID BOMBING  
EUROPEAN UNION BARACK OBAMA RIFID CHIPS  
TITANIC NEVER SANK WATER FLUORIDATION  
COVID19 VACCINE ALIEN LIFE GOVERNMENT  
DEEP WEB SECRETS NRABIG BANG WIKIPEDIA



“Your mind is working at its best when you’re being paranoid. You explore every avenue and possibility of your situation at high speed with total clarity.”

- Banksy

**IDENTITY**

PRONOUN: \_\_\_\_\_ NAME: \_\_\_\_\_ THEORIST: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

PLAN: \_\_\_\_\_

INSIGHT: \_\_\_\_\_

**PARANOIA**

Mild	Moderate	Severe
+0d6	+1d6	+2d6

**INJURIES** -1/-2 modifier

0	_____
-1	_____
-1	_____
-2	_____

**ITEMS**

_____	_____
_____	_____
_____	_____
_____	_____

SACRIFICING ITEMS = sacrifice an item instead of Paranoia.**FRIENDS** +1 modifier

NAME	PROFESSION
_____ /	_____
_____ /	_____
_____ /	_____
_____ /	_____

Friends run from Failure.

**CONSPIRACY THEORISTS**DOOMSDAY PREPPER

Insight: Able to ENDURE and use their CRAFTING skills.

Starting Paranoia: 5

Item Limit: 8

Friends: 0

EVANGELICAL DOOMSAYER

Insight: Able to convince using their CHARISMA and LIES.

Starting Paranoia: 3

Item Limit: 3

Friends: 4

CLINICAL CONSPIRACIST

Insight: Able to fall back on their OBSERVATION and INTIMIDATION.

Starting Paranoia: 4

Item Limit: 5

Friends: 1

COSMIC VOYAGER

Insight: Able to utilize their EMPATHY and PILOTING skills.

Starting Paranoia: 1

Item Limit: 4

Friends: 3

DISCOUNT MILITIAMAN

Insight: Able to overcome with STRENGTH and COMBAT training.

Starting Paranoia: 2

Item Limit: 4

Friends: 2

ACTION ROLL

Action	+	Insight	+	Paranoia	+	Items	+	Assist		
1d6				+ 1-2d6				+ 1d6		+ 1d6

6 = Success

5 = Complication

4-1 = Fail