



Station X

Character's Name

Player's Name

Overseer's Signature

Date

Special Favors or Items from Adventure (Strikethrough items or services not found or attained)

Frankie's Favor: By performing a service for the Frankie Dunn, you have gained the recognition of a Made Man in the Vegas Mafia. If you get into trouble in Vegas, Frankie will vouch for your action clearing your name, once. Additionally the character has earned 30% fame recognition towards the Made Man requirement of any family. Cross off this favor when used.

Dune Buggy: You have "acquired or liberated" a Steel Disciple Dune Buggy and the Disciples know you have taken their property. While in possession of the Dune Buggy, you gain +30% infamy in Steel Disciples unless the vehicle is returned to the Steel Disciple organization, at which time the infamy is removed. If the vehicle is sold you still retain the infamy but it is reduced to +20% instead.

Sold into Slavery: You have been sold into slavery by the Vegas Mafia; however, after 60 days of slaving, you managed to escape to freedom. You have no equipment or money and cannot spend TU to earn money until at least one scenario is played. Additionally, you have been branded with a slavery mark (a brand or tattoo) either on your forearm or face.

Steel Disciple Initiate "Quest Requirement": Knight Ash has offered to sponsor your Initiation into the Steel Disciples. By using this Reward, you meet the "quest requirements" of the Steel Disciple Initiate advanced class, and must travel to Wendover, Nevada and spend 60 time units reflecting upon your training after taking your first level in this advanced class.

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Reputation	Fame	Infamy	Total
Chi Dynasty			
Children of the Apocalypse			
Desert Rangers			
Ghūl Collective			
Mutant Army			
NEMO			
Savior's Army			
Slaver's Union			
Steel Disciples			
Techno-Reapers			

Traded Items		
Traded	Acquired	Character / Player Name

Item Purchased

Cost

Total

OPS Log

Starting Time Units

Time Units Spent

Other Time Units Spent

Remaining Time Units

Previous Experience

Experience Earned

Total Experience

Previous Coin

Coin Gained

Coin Spent

Total Coin

Notes

Remaining Karma Points

Gained Level ☐