



RETRIBUTION

Character's Name

Player's Name

Overseer's Signature

Date

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

Slaver: You have acquired a slave from the Slavers' Union as detailed in this scenario. Circle one of the option presented under Race, Class, Ability Point Buy, Age, and Background in the columns below to determine your slave's build and final cost.

Race:	Cost:
Bio-Mutant	1000 steel
Ghul	750 steel
Human (Male)	250 steel
Human (Female)	500 steel
Trans-Genetic Mutant	1500 steel
Class:	Cost:
Aggressive	250 steel
Defensive	0 steel
¼ Character's level	0 steel
½ Character's level	500 steel
Ability Point Buy:	Cost:
22 points	0 steel
25 points	500 steel
28 points	1250 steel
Total Cost	

Age:	Cost:
Teenager (12-20)	1000 steel
Adult (21-60)	500 steel
Elderly (61+)	100 steel
Background:	Cost:
None	0 steel
Chi Descendant	250 steel
City Slicker	100 steel
Cultist	100 steel
Feral Child	50 steel
Gangster	250 steel
Mutant Defector	500 steel
Shelter Dweller	300 steel
Survivalist	250 steel
Techno-Reaper	500 steel
Tribal	100 steel
Urban Survivor	100 steel
Wanderer	100 steel

The character's Slave must be built using the Ability Point-Buy system detailed in Chapter 1 of the EXS or OGL Update 1 and tracked on an Exodus character sheet. Slaves do not gain experience; instead they have a progression in level based on their master's character level. Slaves cannot be rebuilt like characters to gain the benefits of new options.

A character can never possess more than one slave at a time, nor can a character trade his slave to another player character. Should a character gain more than one slave in an adventure, he may only keep one, the rest escape during downtime. The character may release his slave at anytime during an adventure or downtime.

A character can utilize his slave however he wishes, but, remember, using a slave (for example) as a landmine detector, would be construed as evil act, at which point your character will be removed from the campaign.

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 ☐