

Character's Name

Player's Name

Overseer's Signature

Date _____

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

Child Killer: Word has reached the ears of merchants and the *Ghul* Collective about your vile act of child killing! The reputation of Child Killer grants you +10% infamy in the Desert Rangers, Savior's Army, Steel Disciples, Techno-Reapers, and Unity organizations. Initial Reactions with these groups always start unfriendly or hostile.

Girl Guide Cookies: Every Girl Guide worth her salt carries a trusty box of cookies. These cookies are so delicious that even a grown man will fall to his knees to sample them. Whenever a box of Girl Guide Cookies is opened, any adult (age 16+) within 30 feet (60 ft if has scent) of the box must succeed a Will save DC 20 or be overcome with ravenous hunger and will be compelled to devour the box of cookies. Characters failing the save spend 1d4 rounds devouring cookies and are considered Dazed during this time. Characters immune to smell are immune to the cookies effect. Character from pre-Exodus times (age 40+) receive a -4 penalty to their Will save. Characters that succeed their save are immune to the cookies effect for 4 hours.

Guide to Dumpster Diving: This book is the famed Lesman Stroud's Guide to Dumpster Diving and is fully detailed in the SWG.

Map of California: This detailed pre-Exodus folding road map of California is in excellent condition. Consulting this road map grants the reader a +4 circumstance bonus to Navigate skill check when in California.

New Reno Citizen: Undertaking a great task for New Reno has earned you a 1-year citizen license (from the date of this certificate) and residency in a co-op apartment in New Reno. This license is in the form of a small plastic rectangular card stating "Reno Citizen". A black strip is on the back of the card, which allows you to swipe through a card reader to get into New Reno at the Security Checkpoint and into any New Reno Public buildings. New Reno citizenship offers many benefits as it is an oasis in the wasteland. Citizens receive a 10% discount on all equipment purchases up to Infrequent scarcity and may purchase Rare scarcity Weapons, Armor, and Field Gear (up to 7500 steel) from the EXS or SWG through the Reno Amenities Locker. Additionally, citizens have a huge source of resources they can draw upon from Reno Library and other citizens. By spending 1d4 hours in New Reno utilizing resources, a citizen can receive a +4 competence bonus for 24 hours to any one of the following skills: Computer Use, Craft (any), Decipher Script, Disable Device, Gather Information, Investigate, Knowledge (any), Perform (any), Navigate, Repair, Research, Sense Motive, or Survival. A character can renew his citizenship in New Reno after expiration by spending 5000 steel in the next OPS adventure after his citizenship expires. Failure to purchase the license in that adventure results in the permanent loss of his Reno Citizenship.

Pepper Spray: This small meta spray veil spray a cloud of chemical pepper gas into a 5ft sq. that does not provoke an attack of opportunity, and lingers in the square for 5 rounds. Anyone occupying or that enters into the square must succeed a Fortitude save DC 20 or become Blind for 1d6 minutes and Nauseated for 1d6 rounds. A pepper spray veil holds 3 uses, before being depleted.

Savior: You have freed some slaves! You gain a +1 morale bonus to Diplomacy and Gather Information checks with any NPC with a Freed Slave background. You lose this bonus, should you ever acquire a slave.

Slaver: You have acquired a human adult slave. This slave may be of either gender and is a Tribal. The slave uses a 25 point-buy method to determine Ability scores. The slave may have 1 trait (from either the EXS or SWG), and has the Tribal background and no occupation. A slave's level equal $\frac{1}{4}$ your character level in Defensive Class levels.

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Blank lined paper with a faint watermark of the Statue of Liberty.

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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 ☐