EXODUS POST-APOCALYPTIC ROLEPLAYING OPS ORGANIZED PLAYABLE SCENARIOS

Seeds of Memory

Character's Name _____ Player's Name _____

Overseer's Signature _____ Date _____

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

Cybernetic Right Arm: This right-handed cybernetic arm was a military experiment that was perfected by 30 years of nano-technology. This arm can be grafted onto a Human or *Ghūl* right arm socket with a successful Treat Injury (surgery) skill check DC 30 (record success in play notes if made by another character) or by paying a Wasteland doctor 3000 steel coin for the service. Once attached, the arm functions like a normal arm, except slightly faster and stronger.

Cybernetic Arm: HP 30, Hardness 10; STR 18, DEX 18. Use the average of STR or DEX score to determine bonus to skill checks that require the use of either both arms or hands.

Fusion X Hard Drive: This hard drive contains information on the subjects of Botany and Chemical Warfare (as it pertains to the field of Botany). This Hard Drive must be plugged in to a Computer is order to use it. Using the information on this drive grants the user a +4 research bonus to the skills Craft (chemical) and Knowledge (nature – botany field only).

Hazmat Suit: This full body yellow suit is the poor man's Environmental Armor. The suit has no defensive stat whatsoever, but protects the wearer against biological threats, environmental hazards, and radiation. The wearer gains a +4 Fortitude saving throw against poison gas, radiation, and toxic waste. Additionally the wearer is immune to moderate or lesser levels of Radiation (999 RAD and below).

Morphine (Drug): This drug comes in a very small thimble-sized vile with a short needle. If injected into the skin, it causes the user to feel no pain, but reduces his Wisdom score by 6 points. **Addiction:** 20%; **Additional Effects:** Exhaustion (Fort DC 35)

Spiderbot: This tiny robot resembles a spider about one-foot in diameter. The robot is damaged and can be repaired with a Repair check DC 25 and 4 hours of work (record success in play notes if made by you or another character) or by spending 2500 steel coin for the Repair service. Once fixed, this robot can be programmed to make or assist in repairs by a keyed voice command.

Spiderbot: HP 20, Defense 22, Hardness 10; Spd 20, climb 20; Repair +12.

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total
Chi Dynasty				Tribal Nation			
Children of the Apocalypse				Unity			
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