



FUTUREMAX

Player's Name

Date _____

Acquired, Purchased, and Traded Items

Prisoner ID: You are in possession of a state-of-the-art prisoner ID chip. This was an identification system used by police and prison computers during the last 5 years before the war. This chip marks you as a convict of the FutureMax prison near the White Sands Desert. This chip only functions when implanted within the skin, and to remove or install the chip without damaging it requires a DC 20 Treat Injury check.

Item Purchased

Cost

Total Coin

Gained Level ☐

Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total
Children of the Apocalypse				Steel Disciples			
Mutant Army				Techno Reapers			
NEMO				Vegas Mafia			

Traded Items

Traded	Acquired	Character / Player Name

	-APOCALYPTIC ROLL	
Total		