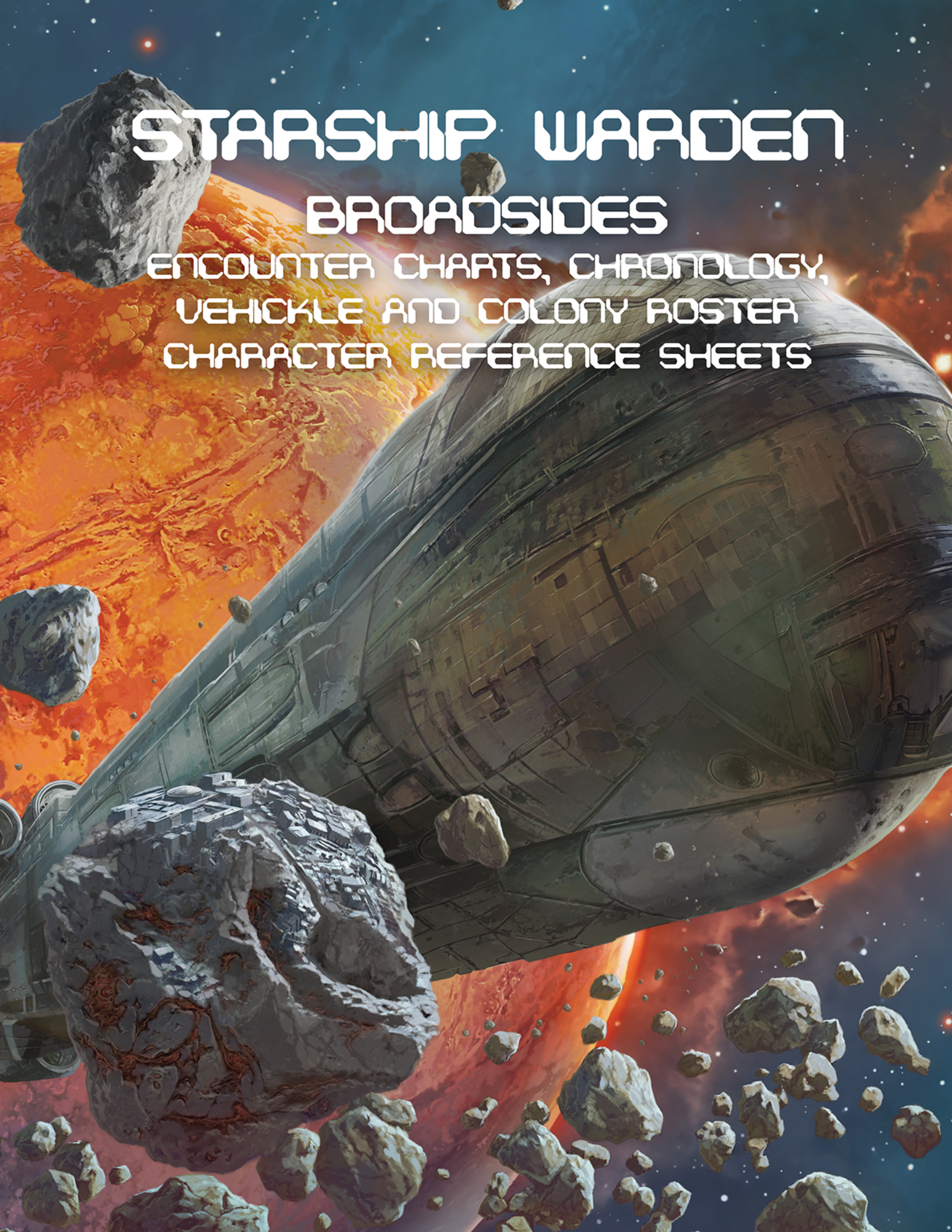


# STARSHIP WARDEN

## BROADSIDES

ENCOUNTER CHARTS, CHRONOLOGY,  
VEHICLE AND COLONY ROSTER  
CHARACTER REFERENCE SHEETS





### STARSHIP WARDEN CHRONOLOGY

**2/2/2288** – Starship Warden is built in the Transplutonian Space yards, finished in February of 2288. The deck plans call for 17 main ship levels each 50 miles by 13 miles; a set of 16 in between maintenance levels, and a construction dome.

**5/23/2288** – Loading and a test voyage happen in May of 2288 with an active crew of 400 and colonists in cryotubes totaling 100,000.

**12/25/2288** – The Warden takes off on a three-and-a-half-year mission to Alpha Centauri 4.3 light-years away.

**9/13/2290** – The Warden discovers an unknown radiation cloud. The captain must make the choice of going around and adding 3 years to the mission or activating all force fields and flying through. The Captain makes the wrong choice.

All of the crew, most of the colonists, and many plants and animals are destroyed by the radiation. All of the artificial intelligence's are severely damaged. Many plants and animals gain fantastic mutant powers. The ship sails on in the wrong direction. Pools of deadly radiation are all over the ship with ship robots trying to clean up those areas. (*Start Point 1*)

In the Following 300-400 years many things happen –

**2394** – (102 years after the cloud) Wolfoids take over Epsilon city and become the major intelligence on the ship.

**2536** – The Vigilist village is established by a group of mutants, humans, androids, and robots. They are aware they are in an out-of-control spaceship. They start trying to repair systems.

**2590** – The formally hidden dome at the top of the ship is discovered. A formally unknown set of secondary ship controls is located. The crazed A.I. Of that dome kills hundreds of invaders. (*Start point 2*)

**2598** – The Warden is purposely rammed by a crystal alien-controlled asteroid and the hull is breached on two different levels. For one-year crystal creatures come on to the Warden and start breeding.

**2560** – The Vigilists fire two nuclear weapons at the entrances to the alien asteroid and blast it away from the ship. A program of finding alien creatures and destroying them is started by several intelligent groups on the Warden.

**2563** – A Vigilist group discovers and explores the dome. They find the second control chamber and fix the A.I. Of the main ship. The Warden is put back on its proper course and its engines are pushed to the maximum propulsion.

**2630** – The Warden arrives at Alpha Centauri and begins the unloading process of all levels onto the earth-like planet.

## Vessel & Colony Roster

### UF VESSEL ROSTER

No.	Name	Dest	LO	ETA	Status	Crew	Pax	Sponsor
1	CS Alpha Centauri	1	2099	2185	Decom	120	10,000	uwsc
2	CS Charles de Gaulle	1	2103	2189	Desir	150	15,000	EU
3	CS Potemkin	2	2120	2318	Lost	280	25,000	EU
4	CS Bonnie Brwn	1	2157	2202	Lost	245	50,000	uwsc
5	CS Endeavour	2	2173	2294	Transit	200	35,000	OC
6	CS Lady J Biray	2	2173	2241	Decom	500	75,000	UWSC
7	CS Beiiing	2	2174	2298	Transit	200	35,000	PAEB
8	CS Mandella	2	2174	2248	Decom	450	60,000	UAS
9	CS Wolfe	1	2175	2218	Decom	400	40,000	EU
10	CS Mohammad	4	2175	2285	Lost	5000	80,000	MEU
11	CS Holt	3	2176	2346	Lost	500	25,000	OC
12	CS Sydney	3	2176	2265	Lost	500	50,000	OC
13	CS Leyton	3	2177	2333	Transit	500	30,000	EU
14	CS Gygax Venturer	5	2178	2364	Transit	500	35,000	UWSC
15	CS Van Der Brun	5	2178	2351	Transit	750	60,000	EU
16	CS Tai Pei	4	2178	2272	Lost	250	82 000	PAEB
17	CS Churchill	3	2178	2261	Decom	600	70,000	EU
18	CS Botanica	14	2179	2312	Transit	600	70 000	EU
19	CS Spirit of Erin	19	2179	2322	Transit	750	75,000	UF
20	CS Ashanti	32	2182	2359	Transit	750	75,000	UF
21	RS Hand of Friendship	-	2184	-	Destr	50	0	UF
22	CS Ghandi	19	2186	2336	Transit	700	80,000	UWSC
23	CS Mui Yin Wong	14	2191	2316	Transit	700	90,000	PAEB
24	CS Lady Cassidv	19	2193	2325	Transit	800	9 000	UWSC
25	SS Prometheus	-	2198	-	MB	250	0	UF
26	RV-Monte Carlo	0	2208	-	Sol	250	1500	EU
27	SS Beagle	-	2210	-	MB	32	0	UF
28	SS Trinder	-	2213	-	MB	310	0	UF
29	MS Rashleig,h	1	2230	2233	Sol	420	0	UF
30	CS Federation	3	2238	2256	Decom	250	25,000	OWSC
31	CS New Hope	3	2238	2257	Decom	300	20,000	EU
32	MS Courageous	0	2262	-	Sol	500	0	UF
33	SS Drago	12	2265	2291	Transit	250	25,000	UF
34	CS Fenris	12	2267	2293	Transit	250	25,000	EU
35	CS Britania	17	2269	2298	Transit	250	25,000	EU
36	CS Frontier	14	2271	2297l	Transit	700	35 000	EU
37	CS Pioneer Spirit	15	2271	2297	Transit	200	30,000	UWSC
38	CS Tai Pei II	8	2272	2295	Transit	250	40,000	PAEB
39	CS Gandhi	12	2272	2297	Transit	250	40,000	PAEB
40	SS Nobel	15	2273	2297	Transit	500	0	OC
41	CS Asimov	27	2277	2308	Transit	300	65,000	EU

## Vessel & Colony Roster

42	CS Pinafore	31	2281	2314	Transit	250	50 000	EU
43	CS Lady Adel	17	2285	2312	Transit	300	60,000	UWSC
44	CS Dove	27	2287	2318	Transit	250	75 000	MEU
45	MV Wham	0	2288	-	Sol	300	0	UF
46	CS Warden	1	2288	2291	lost	400	100,000	UWSC

DEST: Destination - See UF Approved Colony Systems List LD: Launch Date ETA: Estimate time of Arrival Status  
And sponsor: See Section 14

### UF Approved Colony Systems List

Number	Name	Spectral Type	Distance (light years)
0	Sol	G2V	0.0
1	Alpha Centauri	G2V	4.3
2	Tau Ceti	G8V	11.9
3	Sigma Draconis	K0V	18.8
4	82 G. Eridani	G8V	19.8
5	107 Piscium	K1V	24.3
6	Pi <sup>3</sup> Orionis	F6V	26.2
7	Chi Draconis	F7Vvar	26.3
8	Beta Canum Venaticorum	G0V	27.3
9	61 Virginis	G5V	27.8
10	Zeta Tucanae	F9V	28.0
11	HR 7722	K3V	28.7
12	Gama Leporis	F7V	29.2
13	Beta Comae Berenices	G0V	29.9
14	Gamma Pavonis	F6V	30.0
15	Hr 4523	G3/ G5V	30.1
16	HR 4458	K0V	31.1
17	12 Ophiuchi	K2V	31.9
18	HR 511	K0V	32.5
19	Alphan Mensae	G5V	33.1
20	Iota Persei	G0V	34.4
21	HR 9038	K3V	35.2
22	Delta Trianguli	G0V	35.4
23	HR 637	K0V	35.6
24	HR 6806	K2V	36.2
25	54 Piscium	K0V	36.2
26	Gamma Serpentis	F6V	36.3
27	Theta Persei	F7V	36.6
28	Zeta Doradus	F7V	38.0
29	Zeta <sup>2</sup> Reticuli	G1V	39.4
30	Zeta <sup>1</sup> Reticuli	G2V	39.5
31	HR 3384	K0V	39.7
32	Rho <sup>1</sup> Cancri	G8V	40.9

## Starship Warden Encounter Charts

### Encounter Table: The Dome

Creatures Encountered (roll 2d6)

2	Blood Draining Thorn Stinger
3	Carnivore Vine
4	Crying Plant
5	Death Vine
6	Dream Bush
7	Flower Blade Plant
8	Fungus, Red Puffball
9	Hangman's Tree
10	Jawed Plant
11	Robot, Engineering
12	Robot, Forest/ Ecology

### Encounter Table: Level 1- Military storage

Robots Encountered (roll 2d6)

2	Cougaroid
3	Fungus, Brain
4	Fungus, Cabbage
5	Fungus, Dark
6	Fungus, Red Puff Ball
7	Humanoid Rabbit
8	Jeget
9	Mold, Dreamer
10	Mold, Green Luminescent
11	Mold, Stick
12	Wolfoid

### Encounter Table: Level 2 - Cryogenics and HoloSuites

The following robots are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a combat between a wandering intelligent race and a robot (possibly group of robots) has occurred.

Robots Encountered (roll 2d6)

2	Robot, Alpha Security Unit
3	Robot, Butler/Cook
4	Drone, Dog Eight (programmable)
5	Robot, Military SRSR
6	Robot, Military MRSR
7	Robot, Military LRSR
8	Robot, Engineering
9	Robot, Engineering, Broken
10	Robot, General Purpose Robot
11	Robot, Security
12	Robotic Scout

If Security or Military Robots are indicated by the roll, you might wish to combine more than one group of robots into the encounter as these types tend to sponsor teamwork amid their automated fellows. The following creatures are randomly found fighting the robots indicated by the above result on this level.

Creatures Encountered (roll 2d6)

2	Android Companion, Red
3	Cougaroid
4	Crystal Alien, Blue
5	Hawkoid
6	Humanoid Rabbit
7	Jeget
8	Thief Beast
9	Wolfoid, Egyptian
10	Wolfoid, Ninja
11	Wolfoid, Pirate
12	Wolfoid, Roman

### Encounter Table: Level 3- The Crusades

Wandering Creatures Encountered (roll 2d6)

2	Robot, Alpha Security Unit
3	Buzzer
4	Carnivore Vine
5	Cougaroid
6	Death Vine
7	Deer, Giant Mutant
8	Flower Blade Plant
9	Fungus, Cabbage
10	Jeget
11	Panther, Giant
12	Pygmy Humanoid

### Encounter Table: Level 4 - Wilderness Survival Manufacturing and Training

Wandering Creatures Encountered (roll 2d6)

2	Carnivore Vine
3	Carnivore Willow
4	Death Tree
5	Death Vine
6	Dream Bush
7	Flower Blade Plant
8	Pitcher Plant
9	Singing Vine
10	Spike Thrower
11	Sundew Plant
12	Sword Bush

## Starship Warden Encounter Charts

### Encounter Table: Level 5 - Maintenance and Repair

Wandering Creatures Encountered (roll 2d6)

- |    |                             |
|----|-----------------------------|
| 2  | Black One                   |
| 3  | Buzzer                      |
| 4  | Giant Dragonfly             |
| 5  | Giant Fly                   |
| 6  | Green Pincer Beetle         |
| 7  | Hornet, Giant Mutant        |
| 8  | Mantis Mutant               |
| 9  | Meat Beetle                 |
| 10 | Red Flame Beetle            |
| 11 | Robot, Horticultural, Crazy |
| 12 | Spider, Giant Mutant        |

### Encounter Table: Level 6 - Applied Biochemical Research

Wandering Creatures Encountered (roll 2d6)

- |    |                       |
|----|-----------------------|
| 2  | Drone, Black Panther  |
| 3  | Drone, Dog Eight      |
| 4  | Drone, Grenade Eleven |
| 5  | Drone, Laser Two      |
| 6  | Drone, Meadow Herding |
| 7  | Drone, Rattlesnake    |
| 8  | Robot, Chameleon      |
| 9  | Robot One             |
| 10 | Robot, Slicer Five    |
| 11 | Robot, Tiger Six      |
| 12 | Superior Alien        |

### Encounter Table: Level 7 - Alien Territory

Wandering Creatures Encountered (roll 2d6)

- |    |                           |
|----|---------------------------|
| 2  | Bearoid, White Winter     |
| 3  | Crystal Alien, Blue       |
| 4  | Crystal Alien, Red        |
| 5  | Giant Spider, Snow Mutant |
| 6  | Hawkoid, Desert           |
| 7  | Humanoid Rabbit, Winter   |
| 8  | Imitator, Winter          |
| 9  | Pincer Beetle, White Snow |
| 10 | Robot, Garden, Crazy      |
| 11 | Winged Biter              |
| 12 | Wolfoid, Mongol           |

### Encounter Table: Level 8 - Agriculture

Wandering Creatures Encountered (roll 2d6)

- |   |                      |
|---|----------------------|
| 2 | Android Thinker, Red |
| 3 | Android Worker, Red  |
| 4 | Giant Dragonfly      |
| 5 | Giant Fly            |

- |   |                 |
|---|-----------------|
| 6 | Giant Honey Bee |
|---|-----------------|

- |   |              |
|---|--------------|
| 7 | Giant Spider |
|---|--------------|

- |   |                 |
|---|-----------------|
| 8 | Humanoid Rabbit |
|---|-----------------|

- |   |                 |
|---|-----------------|
| 9 | Man Bird Mutant |
|---|-----------------|

- |    |                   |
|----|-------------------|
| 10 | Mutant Maple Tree |
|----|-------------------|

- |    |                         |
|----|-------------------------|
| 11 | Mushroom People (Small) |
|----|-------------------------|

- |    |                    |
|----|--------------------|
| 12 | Pure Human Trooper |
|----|--------------------|

### Encounter Table: Level 9 - Defense, Courts, and Prison

Wandering Creatures Encountered (roll 2d6)

- |   |                     |
|---|---------------------|
| 2 | Alpha Security Unit |
|---|---------------------|

- |   |            |
|---|------------|
| 3 | Blood Bird |
|---|------------|

- |   |                       |
|---|-----------------------|
| 4 | Broken Security Robot |
|---|-----------------------|

- |   |                   |
|---|-------------------|
| 5 | Butler/Cook Robot |
|---|-------------------|

- |   |                   |
|---|-------------------|
| 6 | Engineering Robot |
|---|-------------------|

- |   |                           |
|---|---------------------------|
| 7 | Crazy Horticultural Robot |
|---|---------------------------|

- |   |                                    |
|---|------------------------------------|
| 8 | Military Long Range Security Robot |
|---|------------------------------------|

- |   |                                      |
|---|--------------------------------------|
| 9 | Military Medium Range Security Robot |
|---|--------------------------------------|

- |    |              |
|----|--------------|
| 10 | T-Rex Mutant |
|----|--------------|

- |    |                |
|----|----------------|
| 11 | Security Robot |
|----|----------------|

- |    |              |
|----|--------------|
| 12 | Winged Biter |
|----|--------------|

### Encounter Table: Level 10 - Command Deck

Wandering Creatures Encountered (roll 2d6)

- |   |                            |
|---|----------------------------|
| 2 | Robot, Alpha Security Unit |
|---|----------------------------|

- |   |               |
|---|---------------|
| 3 | Living Sphere |
|---|---------------|

- |   |                      |
|---|----------------------|
| 4 | Robot, Military SRSR |
|---|----------------------|

- |   |                      |
|---|----------------------|
| 5 | Robot, Military MRSR |
|---|----------------------|

- |   |               |
|---|---------------|
| 6 | Mold, Dreamer |
|---|---------------|

- |   |                            |
|---|----------------------------|
| 7 | Robot, Engineering, Broken |
|---|----------------------------|

- |   |                               |
|---|-------------------------------|
| 8 | Robot, General Purpose, Crazy |
|---|-------------------------------|

- |   |                |
|---|----------------|
| 9 | Robot, Medical |
|---|----------------|

- |    |                 |
|----|-----------------|
| 10 | Robot, Security |
|----|-----------------|

- |    |                         |
|----|-------------------------|
| 11 | Robot, Security, Broken |
|----|-------------------------|

- |    |                |
|----|----------------|
| 12 | Security Drone |
|----|----------------|

### Encounter Table: Level 11 - Forest Conservatory and Biome Laboratories

Wandering Creatures Encountered (roll 2d6)

- |   |                              |
|---|------------------------------|
| 2 | Blood Draining Thorn Stinger |
|---|------------------------------|

- |   |                  |
|---|------------------|
| 3 | Carnivore Willow |
|---|------------------|

- |   |               |
|---|---------------|
| 4 | Forest Lizard |
|---|---------------|

- |   |                       |
|---|-----------------------|
| 5 | Fungus, Red Puff Ball |
|---|-----------------------|

- |   |                    |
|---|--------------------|
| 6 | Hawk, Giant Mutant |
|---|--------------------|

- |   |                      |
|---|----------------------|
| 7 | Hornet, Giant Mutant |
|---|----------------------|

- |   |                       |
|---|-----------------------|
| 8 | Panther, Giant Mutant |
|---|-----------------------|

- |   |                      |
|---|----------------------|
| 9 | Robot, Horticultural |
|---|----------------------|

- |    |               |
|----|---------------|
| 10 | Squeeze Vines |
|----|---------------|

- |    |                   |
|----|-------------------|
| 11 | Three Headed Lynx |
|----|-------------------|

- |    |          |
|----|----------|
| 12 | Zap Bird |
|----|----------|

## Starship Warden Encounter Charts

### Encounter Table: Level 12 - Jungle Conservatory and Biome Laboratories

Wandering Creatures Encountered (roll 2d6)

2	Chimpoid, Blue
3	Fungus, Cabbage
4	Red Flame Beetle
5	Red Lightning Spider
6	Robot, Crazy Garden
7	Robot, Crazy Horticultural
8	Robot, Security, Broken
9	Spider, Giant Mutant
10	White Brain Bugs
11	White Air Spiders
12	Yellow Acid Beetles

### Encounter Table: Level 13 - Horticultural Supply and Storage

Wandering Creatures Encountered (roll 2d6)

2	Bear, Cave
3	Dart Creature
4	Hisser
5	Humanoid Rabbit
6	Jeget
7	Living Sphere
8	Meat Beetle
9	Robot, Garden, Crazy
10	Robot, Horticultural, Crazy
11	Robot, Security, Broken
12	Winged Biter

### Encounter Table: Level 14 - Epsilon City and Human Habitations

Wandering Creatures Encountered (roll 2d6)

CITY (AREA 3)		SUBURBS (AREA 4 & 5)		FARMS (AREA 10)	
2	Jawed Plant	2	Jawed Plant	2	Jawed Plant
3	Pygmy Humanoid	3	Changer	3	Black One
4	Jeget	4	Gorilloid	4	Jeget
5	Metaled One	5	Metaled One	5	Metaled One
6	Gorilloid	6	Hawkoid	6	Changer
7	Wolfoid (see subtable for type)	7	Robot, Butler/Cook	7	Singing Vines
8	Thief Beast	8	Thief Beast	8	Thief Beast
9	Red Android Worker	9	Wolfoid (see subtable for type)	9	Dart Creature
10	Robot, Butler/Cook	10	Singing Vines	10	Robot, Butler/Cook
11	Robot, Junkyard	11	Jeget	11	Wolfoid (see subtable for type)
12	Singing Vines	12	Death Vine	12	Red Stinger
MOUNTAINS		OPEN AREAS		WOLFOID SUBTABLE	
2	Jawed Plant	2	Wolfoid (see subtable for type)	(roll 1d8 for determination)	
3	Mirror Creature	3	Meat Beetle	1-2	Wolfoid (generic)
4	Jeget	4	Jeget	3	Viking
5	Metaled One	5	Metaled One	4	Egyptian
6	Black One	6	Deer, Giant Mutant	5	Cherokee
7	Hawkoid	7	Green Pincer Beetle	6	Roman
8	Meat Beetle	8	Thief Beast	7	Pirate
9	Robot, Junkyard	9	Living Sphere	8	Mongol
10	Singing Vines	10	Dream Bush		
11	Thief Beast	11	Robot, Junkyard		
12	Wolfoid (see subtable for type)	12	Singing Vines		

## Starship Warden Encounter Charts

### Encounter Table: Level 15 - Reservoirs

Wandering Creatures Encountered (roll 2d6)

FORESTED AREAS		FRESH WATER ISLAND		SALT WATER ISLANDS	
2-3	Fungus, Cabbage	2	Military SRSD	2-3	Hisser
4-5	Changer	3	Changer	4	Fly, Giant
6	Robot, Junkyard	4-5	Android Companion	5	Gorilloid
7	Turtloid	6	Turtloid	6	Metaled One
8	Thief Beast	7	Android Worker	7	Hawkoid
9	Hawkoid	8	Winged Biter	8	Singing Vine
10	Death Tree	9	Robot, Butler/Cook	9	Jawed Plant
11-12	Android Thinker	10	Robot, Water Snake	10	Salamander
		11-12	Android Thinker	11	Robot, Security
				12	Spider, Giant Mutant

Wandering Creatures Encountered (roll 1d6)

SALT WATER		FRESH WATER	
1	Robot, Water Snake	4	Flying Fish
2	Octoid	5	Fin
3	Hawkoid	6	Salamander
		1-2	Android Thinker
		3-4	Robot, Water Snake
		5-6	Hisser

### Encounter Table: Level 16 - Manufacturing

Wandering Creatures Encountered (roll 2d6)

2	Robot, Engineering, Broken
3	Robot, Junkyard
4	Android, Roman Legionnaire
5	Robot, Security, Broken
6	Wolfoid, Aztec
7	Gorilloid
8	Black One
9	Chimpoid
10	Robot, Cargo
11-12	Hawkoid

### Encounter Table: Level 17 - Drive Systems

Wandering Creatures Encountered (roll 2d6):

2	Dark Fungus
3	Security Robot
4	Engineering Robot
5	Brain Fungus
6	Manling
7	Jawed Plant
8	Ninja Wolfoid
9	Metaled One
10	Robot, Junkyard
11	Robot, Alpha Security Unit
12	Android Thinker



# Starship Warden

## CHARACTER REFERENCE SHEET

CHARACTER NAME

PLAYER NAME

CLASS

LEVEL

ALIGNMENT

TRAITS

BENEFITS

DRAWBACKS

BONUSES AND MODIFIERS

COSTUME  
MOD

DEX  
MOD

OTHER AC  
MODS

CON  
BONUS

OTHER HP  
MODS

AC

HD

BTH

HIT POINTS

ABILITY SCORES

ATTRIBUTES

SAVING THROWS

P		SCORE	CATEGORY	MOD	TN
<input type="radio"/>	<b>STR</b> STRENGTH	<div></div>	PARALYSIS & CONSTRICTION	<div></div>	<div></div>
<input type="radio"/>	<b>DEX</b> DEXTERITY	<div></div>	BREATH WEAPON & TRAPS	<div></div>	<div></div>
<input type="radio"/>	<b>CON</b> CONSTITUTION	<div></div>	DISEASE, ENERGY DRAIN, & POISON	<div></div>	<div></div>
<input type="radio"/>	<b>INT</b> INTELLIGENCE	<div></div>	ARCANE MAGIC & ILLUSION	<div></div>	<div></div>
<input type="radio"/>	<b>WIS</b> WISDOM	<div></div>	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	<div></div>	<div></div>
<input type="radio"/>	<b>CHA</b> CHARISMA	<div></div>	DEATH ATTACK, CHARM, & FEAR	<div></div>	<div></div>

COSTUME DESCRIPTION

WEALTH MOD

FATE POINTS

ATTRIBUTE CHECK = d20 +

MOD

+ lvl. ≥

CC

CLASS AND RACIAL ABILITIES, LANGUAGES, BACKGROUNDS, AND KNOWLEDGES

WEAPON/GADGET

BTH

DAMAGE

NOTES

WEAPONS

MOD

BtH

misc.

TO HIT = D20 +

+

+

≥ AC

WEAPON IN HAND

## POSSESSIONS

[illegible][illegible][illegible]

## EXPERIENCE POINTS

**Next Level Goal:**

## PSIONICS

[illegible]

## AMMUNITION

**MONEY/ASSETS**

## SPELLS

LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN
0	<input type="text"/>	<input type="text"/>	<input type="text"/>
1st	<input type="text"/>	<input type="text"/>	<input type="text"/>
2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
4th	<input type="text"/>	<input type="text"/>	<input type="text"/>
5th	<input type="text"/>	<input type="text"/>	<input type="text"/>
6th	<input type="text"/>	<input type="text"/>	<input type="text"/>
7th	<input type="text"/>	<input type="text"/>	<input type="text"/>
8th	<input type="text"/>	<input type="text"/>	<input type="text"/>
9th	<input type="text"/>	<input type="text"/>	<input type="text"/>

## MEP/GADGET POINTS

--

## GADGETS, SPELLS, POWERS, AND MUTATIONS

[illegible]

## FEATURES

HEIGHT		SEX		HAIR	
WEIGHT		AGE		EYES	

### DESCRIPTION

*Last Will and Testament: I, the undersigned, do hereby make the following requests, to be executed in the event of my untimely demise:*