

## CHILDREN OF THE SAND

Character's Name

Player's Name

Overseer's Signature

Date

Special Favors or Items from Adventure									Acquired, Purchased, and		
(Strikethrough items or services not found or attained)								Traded Items			
<b>Child Killer:</b> Word has reached the ears of merchants and the <i>Ghūl</i> Collective about your vile act of child killin of Child Killer grants you +10% infamy in the Desert Rangers, Savior's Army, Steel Disciples, Techno-Reapers, organizations. Initial Reactions with these groups always start unfriendly or hostile.								itation	Items Acquired from Scenario		
<b>Girl Guide Cookies:</b> 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.								Time Units Spent Other Time Units Spent			
Guide to Dumpster Diving: This book is the famed Lesman Stroud's Guide to Dumpster Diving and is fully detailed in the SWG.								Remaining			
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.								Time Units			
New Reno Citizen: Undertakin this certificate) and residency stating "Reno Citizen". A black Reno at the Security Checkpoin oasis in the wasteland. Citizen Rare scarcity Weapons, Armor Additionally, citizens have a hu 1d4 hours in New Reno utilizin skills: Computer Use, Craft (an (any), Navigate, Repair, Reseau by spending 5000 steel in the results in the permanent loss of <b>Pepper Spray</b> : This small met opportunity, and lingers in the save DC 20 or become Blind fo <b>Savoir</b> : You have freed some s a Freed Slave background. You <b>Slaver</b> : You have acquired a hu method to determine Ability ss no occupation. A slave's level	in a co-op apa strip is on th th and into an is receive a 1( and Field Ge age source of ng resources, y), Decipher 3 rch, Sense Mo next OPS advo of his Reno Ci al spray veil s square for 5 r 1d6 minute laves! You ga u lose this bou uman adult sl cores. The sla	artment in the back of it y New Re: 00% discou- sar (up to '00% discou- sar (up to ' resources a citizen c Script, Dis- titive, or Su enture aft tizenship. spray a clo rounds. A s and Nau in a +1 mc nus, shoul- ave. This ave may ha	n New Rer the card, y no Public no Public 7500 stee they can an receiv able Devi rrvival. A er his citiz bud of che hnyone oc seated for orale bonu d you eve slave may ave 1 trail	no. This license is in the for which allows you to swipe buildings. New Reno citize equipment purchases up to 1) from the EXS or SWG thu draw upon from Reno Libu e a +4 competence bonus f ce, Gather Information, Inv character can renew his ci zenship expires. Failure to emical pepper gas into a 5ft cupying or that enters into r 1d6 rounds. A pepper spra us to Diplomacy and Gathei r acquire a slave. y be of either gender and is t (from either the EXS or SW	rm of a sma through a c nship offer Infrequen ough the R rary and ot or 24 hour: estigate, K tizenship in purchase t sq. that do the square sy veil holds r Informati a Tribal. 1	Ill plastic ro card reader 's many bei t scarcity a teno Ameni her citizens s to any on nowledge ( n New Renche he license e must succ : 3 uses, befo on checks	ectangular r to get into nefits as it nd may pu ities Locke s. By spend e of the fol (any), Perfo o after expi in that adv voke an att ceed a Fort ore being do with any N ses a 25 po	o New is an rchase r. ding lowing orm iration enture ack of itude epleted. PC with oint-buy	Item Purchased Cost   Item Purchased Cost   Previous Coin   Coin Gained   Coin Spent   Total Coin		
Reputation			<u> </u>	Reputatio	n		<u> </u>	<u> </u>	Note	es	
Reno	Fame	Infamy	Total	Tribal Nation		Fame	Infamy	Total			
				Unity	1						
Steel Disciples			Trade	,				1			
Steel Disciples	Traded Items										
·	•			Character / Player Name							
Traded	A	cquired	-								
·	A	cquirea							<u>↓                                      </u>		
·	A	cquirea								Gained Level 🔲	
·	A(	cquirea							Remaining Karma Points	Gained Level 🔲	