EXODUS POST-APOCALYPTIC ROLEPLAYING OPS ORGANIZED PLAYABLE SCENARIOS

FUTUREMAX

Character's Name *Player's Name*

Overseer's Signature *Date*

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

***Ghūlification*:** High level Radiation has turned you into a glow in the dark zombie. Follow the instructions within the Campaign Guide to change your character's race to a *Ghūl*, and as an added bonus, you gain the Illuminated One Background as a secondary background. Who needs a night-light now!

Improvised Flambé Thrower: You have acquired a Flambé Thrower made out of cobbled-together robot and nuclear reactor parts. The constant exposure these parts have had to nuclear material has made them slightly radioactive, and anyone who handles this weapon is exposed to a Weak radiation level. Because of the improvised nature of this weapon, any time a natural 1 is rolled on an attack roll, the fuel tank will explode unless a karma point is spent (see the EXS Flambé thrower entry for more details).

Pavlov's Message: You have delivered a mysterious message from a convict named Bruce Pavlov to the Steel Disciples at their base in Wendover. The Steel Disciples seemed quite happy to receive it, and indicated that they might contact you again. The message appeared to be global coordinates of some kind.

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.

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

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Item Purchased	Cost