EXODUS POST-APOCALYPTIC ROLEPLAYING OPS ORGANIZED PLAYABLE SCENARIOS

Voice from the Bay

Character's Name _____ Player's Name _____

Overseer's Signature _____ Date _____

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

Flash Crystal: This Flash Crystal contains a Technical Dictionary with schematics from pre-Exodus times. When used in conjunction with an operational Computer or Robo-Core PA 2000, the character can access technical definitions and technical schematics of complex or lower DCs under the Craft (chemical, electrical, mechanical, and structural) skill.

Leather Suit: This leather suit adorned with strips of mesh functions as a suit of concealed mesh as detailed in the EXS, with the exception that it is not concealed and it grants 4 EDR against electricity elements.

Machine Shop: You have liberated a die-cutter, drill press, and grinder from pre-Exodus ruins. In order to use these machines, the character needs either a Fusion Generator (as detailed in the SWG) or a residence with power. When using the machine shop, the character reduces the time by one-half it takes to craft any physical items of structure.

Chi Dynasty Powerboat: You have acquired a powerboat (as detailed in the SWG) from the Chi Dynasty. While this watercraft is very rare, it still requires a port of call and upkeep costs. The character may port this watercraft at Orrick, Berkeley, or the Junkyard for 250 steel per adventure upkeep. If the character has the Chi Descendant background or is a member of the Chi Dynasty organization, he may port the watercraft at San Francisco for 100 steel per adventure upkeep. Failure to pay upkeep on the powerboat results in the boat being stolen or destroyed beyond repair during downtime.

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Item Purchased	Cost