EXODUS POST-APOCALYPTIC ROLEPLAYING

OPS ORGANIZED PLAYABLE SCENARIOS

Nature of the Beast

Character's Name _____ *Player's Name* _____

Overseer's Signature _____ *Date* _____

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

Cocaine (Drug)
This white powder is snorted through the nasal passage or rubbed on the gums for quick use. It bestows a +4 Constitution chemical bonus, the Talent (Remain Conscious), and the Alertness Feat for 1 hour. After the duration ends the character becomes Fatigued for 4 hours.
Addiction: 30%
Additional Effects: -2 Constitution and Exhausted (Fort DC 40)

Number of Doses										

Signal Amplifier: This small black device replaces a screw-out antenna on a portable radio or walkie-talkie, boosting the signal by triple the range.

Rare and Very Rare Items Acquired:
Chemical Kit
Combat Armor
Cutter Plasma Knife
Fire Extinguisher
Safari Outfit
Widower's Guide to Gambling
Walkie-Talkie

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total
Beastmasters				Techno-Reapers			
Chi Dynasty				Unity			
Children of the Apocalypse							
Desert Rangers				Chi Refugees			
Ghūl Collective							
Mutant Army							
NEMO							
Savior's Army							
Slaver's Union							
Steel Disciples							

Traded Items		
Traded	**Acquired**	**Character / Player Name**

Item Purchased	Cost