

Seeds of Memory

Character's Name

Player's Name

Overseer's Signature

Date

										OPS Log #
Special Favors or Items from Adventure (Strikethrough items or services not found or attained) Cybernetic Right Arm: This right-handed cybernetic arm was a military experiment that was perfected by 30 years of nano-								Acquired, Purchased,	and	
								Traded Items		Starting
								Items Acquired from Scenario		Time Units
technology. This arm can be gra	tht arm	Cybernetic Arm: HP 30, Hardness 10; STR 18, DEX 18. Use the average of STR or DEX score to determine bonus to skill checks that require the use of either both arms or hands.			items Acquired from Scena		Time Units			
socket with a successful Treat Inju success in play notes if made b Wasteland doctor 3000 steel coin functions like a normal arm, except	aying a 18, DEX 18. Use the a score to determine be						Spent Other Time			
							Units Spent			
Fusion X Hard Drive: This hard drive contains information on the subjects of Botany and Chemical Warfare (as it pertains to the field of Botany). This Hard Drive must be plugged in to a Computer is order to use it. Using the information on this drive grants the user a +4 research bonus to the skills Craft (chemical) and Knowledge (nature – botany field only).										Remaining Time Units
Hazmat Suit: This full body yellow suit is the poor man's Environmental Armor. The suit has no defensive stat whatsoever, but protects the wearer against biological threats, environmental hazards, and radiation. The wearer gains a +4 Fortitude saving throw against poison gas, radiation, and toxic waste. Additionally the wearer is immune to moderate or lesser levels of Radiation (999 RAD and below).										Previous Experience
Morphine (Drug): This drug comes in a very small thimble-sized vile with a short needle. If injected into the skin, it causes the user to feel no pain, but reduces his Wisdom score by 6 points. Addiction: 20%; Additional Effects: Exhaustion (Fort DC 35)										Experience
Spiderbot: This tiny robot resembles a spider about one-foot in diameter. The robot is damaged and can be repaired with a Repair check DC 25 and 4 hours of work (record success in play notes if made by you or another character) or by spending 2500 steel coin for the Repair service. Once fixed, this robot can be programmed to make or assist in repairs by a keyed voice command.									Earned Total Experience	
Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total	Item Purchased	Cost	Previous Coin
Chi Dynasty				Tribal Nation						
Children of the Apocalypse		100		Unity						Coin Gained
Desert Rangers	1		/				0			Coin Spent
Ghūl Collective	1 m					19 64		A Shara Me		
Mutant Army	0.1		1		al an	51				Total Coin
NEMO	1	N. CERT	-	100	A Child	1 1		-		
Savior's Army		1. 18	1		1					
Slaver's Union		1.1								Notes
Steel Disciples		1		1						
Techno-Reapers										1
	•	•	Tradeo	ltems		•	-			1
Traded	Character / Pl	ayer Nan	ne				1			
										1
										1
										Gained Level
										Karma Points
								Total		