

The Slavers Ring

Overseer's Signature

Character's Name

Player's Name

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

Athletic Manager Acquired: For displaying your fighting skills at the Punch-Out Gym in Vegas, you have acquired athletics manager and promoter. When spending Time Units during downtime for the Occupation (Athlete), instead of gaining the normal amount of steel earned by the Occupation, you instead gain (1d6 x 100) as your promoter draws in a larger crowd.

Banished from the Tribal Lands: For betraying the Ghost Dancer, you have been Banished from the Tribal Nation Lands. A tattoo has been placed on the top of your hands to denote your Banishment to all Tribals. Tribals will not have any dealings with you if this tattoo is exposed.

Debt to Guido: You have agreed to undertake a task from Guido of the Gambini Mafia sometime in the future in exchange for his services while in Vegas. What Guido tasks you with will be detailed in other scenarios in the future.

Mafia Contact: By performing a service for the Khans, you have gained recognition in the Khan Vegas Mafia Family. You are now known to the Khan Mafia, and receive a +4 circumstance bonus to Knowledge (Underworld) skill checks when consulting with a member of the Khan family. The character has earned 10% fame recognition towards the Made Man requirement in this family.

Sold into Slavery: You have been sold into slavery by the Vegas Mafia; however, after 60 days of slaving, you managed to escape to freedom. You have no equipment or money and cannot spend TU to earn money until at least one scenario is played. Additionally, you have been branded with a slavery mark (a brand or tattoo) either on your forearm or face.

Tribal Superior Weapon: For completion of your mission, the Shaman, Aqualung, has gifted you with a superior melee weapon of Tribal make. The melee weapon must be chosen from the following: Hatchet, Machete, or Spear. Due to the craftsmanship of this weapon, the wielder gains a +1 bonus to attack and damage rolls.

Tribal Name: For complete success of your mission, the Ghost Dancer, Locomotive Breath, has gifted you with the great honor of a Tribal Name. By choosing a Tribal name the character gains a +5% fame to all Tribal interactions that they engage in using this name.

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Date