EXODUS POST-APOCALYPTIC ROLEPLAYING

OPS ORGANIZED PLAYABLE SCENARIOS

# TREMORS

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

*Overseer's Signature* _____ *Date* _____

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

**Cargo Truck (Origins):** You have liberated and repaired a Cargo Truck. Use the Army Transport statistics listed in the SWG. You must pay a 500 steel upkeep on this truck at the end of each scenario, or else the truck is stolen during downtime.

**Colt Switchblade:** You have brokered a deal for a Colt Switchblade Motorcycle (see EXS for statistics). You must pay a 50 steel upkeep on this motorcycle at the end of each scenario, or else it is stolen during downtime.

**Cripple Creek Badge:** You have acquired a Silver Star badge with a Steel Disciple logo in the middle and the words "Cripple Creek" under the logo. This allows you to purchase Infrequent armaments, equipment, and services up to 3000 steel while in Cripple Creek at a 10% discount.

**Cripple Creek Resident:** You have acquired a permanent residence in the Steel Disciple town of Cripple Creek near the Nevada Mountains. You must pay the town a tax of 25 steel per OPS adventure for upkeep and protection on your residence.

**Midnight Special:** This black and silver Desert Eagle .44 has been modified and retrofitted to fit in the hands of a Trans-Genetic Mutant. A Trans-Gen using this handgun does not suffer the normal –4 weapon size penalty when using this handgun. Additionally due to the quality of the retrofit, a Trans-Gen gains a +1 Competence bonus to attack rolls with the Midnight Special. Non-Trans-Genetic Mutants have a difficult time firing this handgun and take a –2 circumstance penalty to attack rolls and cannot use the burst function of the gun.

**Slaver:** You have acquired a human adult slave. This slave may be of either gender and of any race, color, or creed. The slave uses a 22 point-buy method to determine Ability scores. The slave may have 1 trait (from either the EXS or SWG), and has any human background and no occupation. A slave's level is equal to ¼ your character level in Defensive Class levels.

| Reputation | Fame | Infamy | Total | Reputation | Fame | Infamy | Total |
|---|---|---|---|---|---|---|---|
| Steel Disciples | | | | | | | |
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### Traded Items

| Traded | Acquired | Character / Player Name |
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## *Acquired, Purchased, and Traded Items*

| Items Acquired from Scenario |
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| Item Purchased | Cost |
|---|---|
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