EXODUS POST-APOCALYPTIC ROLEPLAYING

OPS ORGANIZED PLAYABLE SCENARIOS

ROSWELL: INFESTATION

Character's Name _____ Player's Name _____

Overseer's Signature _____ Date _____

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

Black Mesa Brand Cake Mix: This is a box of pre-Exodus cake mix marketed by the Pastry Oral Rising Tasty All-purpose Lesser Substances, a division of Black Mesa. As the slogan says, "Now you're baking with PORTALS." The mix is worth 10 steel, or it can be baked into a delicious cake if combined with other ingredients. Alternatively, if used as an ingredient in a home-made explosive, it adds +2d6 point of damage to the total damage of the explosive.

Copy Error: Your use of a faulty pre-Exodus teleporter has resulted in a copy error, causing random changes to your DNA. If you failed the saving throw, consult the chart below based on the number you failed the save by. Circle that result. If you failed both saves, add the failures together for the result. These copy error changes have been permanently added your character.

1: Fortune is with you! Random DNA scrambling has made you better than before. You gain +1 to two attributes (roll 1d6 each to determine attribute randomly: 1-STR, 2-DEX, 3-CON, 4-INT, 5-WIS, 6-CHA). This is not without cost, however. You lose -1 to one attribute (again, roll 1d6). Ability +1___ Ability +1___ Ability –1___

2-3: Your DNA has been scrambled! Swap out a Trait for a new one. You immediately gain the benefit of that Trait. If you have no Traits, use the 7-11 results instead.

4-6: Your body has been mutated by the teleportation process! You gain a permanent bonus 5 hp from the scrambling. However, this has made your body a bit clumsier, suffering a permanent –1 to your Reflex saves.

7-11: Your DNA has been scrambled with one of your companion's DNA! Swap one Trait with one of your companions who also failed their Fort save. Choose the Trait and which companion randomly. You immediately gain the benefit of that Trait. If no other companions failed their Fort save or have Traits to swap, use the 12-15 results instead.

12-15: Your mind has been scrambled! You lose one Trait of your choice. If you have no Traits, use results 16+ instead.

16+: Ouch! That really, really hurt! The random DNA scrambling has weakened you severely. You lose –1 to two attributes (roll 1d6 each to determine attribute randomly: 1-STR, 2-DEX, 3-CON, 4-INT, 5-WIS, 6-CHA). This is not without benefit. You gain +1 to one attribute (again, roll 1d6). Ability –1___ Ability –1___ Ability +1___

Golden-Plated Glock 20: This handgun functions as described in the EXS; however it's worth +1000 steel more in value than the normal version of the handgun.

Infected: You have been infected with Z-Radiation. This does not affect you while you are alive, but any transfer of fluid (blood, saliva, etc.) between you and another has a 25% chance of infecting them as well. You gain the trait **Fear the Reaper**, meaning you die at –1 HP and rise 1d4 rounds later as a Z-RAD Intelligent Zombie with full HP for your HD. All your HD will become d12s, you will gain the Undead subtype, the Toughness feat, the Infectious and Undead traits, and you will lose your Constitution score. If turned into a zombie, upon the end of the scenario, your character becomes mindless and is lost (no longer playable).

Undead Subtype: Immune to mind-affecting effects, critical hits, and sneak attacks. Undead are destroyed upon reaching 0 hp.

Propaganda Posters: You have recovered a number of pre-Exodus United States military propaganda posters. These jingoistic expressions of unbridled patriotism are valuable to collectors, and can be sold in any settlement large enough to house a collector for 500 steel.

Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total

Traded Items

Traded	Acquired	Character / Player Name

Acquired, Purchased, and Traded Items

Items Acquired from Scenario

Item Purchased	Cost