

ROSWELL: SUBMERGED

Character's Name

Player's Name

Overseer's Signature

Date

		ems from Adver vices not found or c	Acquired, Purchased, and Traded Items				OPS Log #					
Boomstick: You have acquired a customized sawed-off (side-by-side) 12-guage shotgun. This shotgun has been modified with an Accelerated Projectile and Cylindrical Bore Enhancements allowing only 12-guage slugs to be fired from this weapon, increasing the threat range to (19-20, x3) and increasing the damage to 3d10.									tems Acquired fi	Time Units Time Units Spent		
Doctor Cousteau's Serum: You have taken this serum from Doctor Cousteau's secret lab. Unfortunately the radiation of the Wasteland has rendered it inert, but it may still be of some use to certain scientific communities.												Other Time
 Honorary Knight: You have been made an honorary Knight of the Alamo for your part in defending San Antonio. At any time in the future, you may spend 80 TU to travel back to Texas and enter any advanced class that normally requires membership in the Knights of the Alamo. This TU cost need only be paid once upon gaining the first level in the advanced class. Hydroponic Fruit: You have taken a sample of hydroponic fruit from Doctor Cousteau's dome. This fruit will not grow in 												Units Spent Remaining Time Units
the irradiated soil of the wasteland. You can sell it for 200 steel, or eat it to regain 10 hp. Religious Pamphlets: The Cult of Chuck Norris Walker in Corpus Norris, Texas has provided you with religious pamphlets detailing their faith in the holy triumvirate of Chuck the Man, Norris the Divine, and Walker the Texas Ranger. The pamphlets proclaim the holy mystery of how Chuck Norris Walker roundhouse kicked his way out of the womb, and ask you to accept Chuck Norris Walker as your holy savior so that the darkness cannot get you. Because the darkness is afraid of Chuck Norris Walker.												Previous Experience Experience Earned
 Transformed!: You have taken Doctor Cousteau's Serum, and it is now beginning to alter your DNA. Keep track of the number of TUs spent since this adventure. The following changes will begin to occur. 20 TU: Your skin begins to take on a slightly bluish sheen. All your hair begins to fall out. Your mouth begins to hurt. 40 TU: All your hair is gone. Your skin has taken on a rubbery texture. You are clearly no longer human and will be treated as such. Your teeth have grown sharper, and your jaw begins to distend (-1 CHA). 60 TU: Gills open up on the side of your neck. (You can hold your breath twice as long underwater.) Your jaw further distends, granting 									Item Purchased		Cost	Total Experience Previous Coin
natural bite attack (1d6 + ½ ST recreational Drugs and cannot	human. Yo 'R damage). benefit fror	. You are cle n any drugs	early defor that alter	biotic Mutant. You have gills (you ca med (-1 CHA). You gain Drug Immun physical or mental ability statistics). ır transformation will cease here.	ity (you are im	mune to						Coin Gained Coin Spent Total Coin
Reputation	Fame	Infamy	Total	Reputation	Fame	Infamy	Total	-4	UIIAIY			Notes
Chuck Norris Walker Cult		61		Mutant Army						1.11		Texas Currency:
Knights of the Alamo			1	Techno-Reapers								
			Trade	l Items								Greenbacks
Traded Acquired				Character / Player Name								
								Total				Gained Level Gained Level