



OPS® Wasteland Campaign Guidebook v. 9/14

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Exodus OPS Campaign News

After a 4 year hiatus, 4 Hour Games is re-launching Exodus OPS unreleased materials along with brand new adventures. Prior play in the Exodus OPS is still valid and the campaign will continue from the last release Adventure #22 in August 2010. Two new OPS Adventures have been released, with a third scheduled before the end of 9-2014. These were unfinished products dating back to 2008 – 2010. New OPS adventures by 4-Hour Games will become available starting in 10-2014 and can be found either at www.4hrgames.com or www.rpgnow.com (under Glutton Creeper Games). Our plans are to release an adventure at least once per month.

Character Creation Guidelines

These guidelines give the basic information needed to create an *OPS* character set in the *Exodus* world. These guidelines use the d20 *Modern Open-Gaming License* (OGL) and require the use of the *Exodus Survivor's Guide* with the OGL Update 1 or the *Exodus Survivor's Guide* v1.5 (*EXS*). The *EXS* is required to create a playable character, however additional content that expands on character creation can also be found in the *Exodus Southwest Wasteland Guide* (*SWG*), the *Exodus Texas Guide* (*TG*) *Overseer's Guide* (*OSG*, coming soon), and additional Wasteland Web Supplements (*WWS*, coming soon).

This guideline contains a version number represented by month and year, as it will be updated from time to time as new material is released in the *Exodus* world.

Creating an Exodus OPS Character

To create an *Exodus* character, follow the general guidelines below.

Races

A character may pick any of the races detailed in the *EXS*, *SWG*, or *TG*. However some races may have changed since the first printing of the *EXS*, check the *EXS* OGL Update 1 for changes or additions to the base race. If you own *EXS* v1.5, these changes have been implemented already.

Ability Scores

Characters are generated as detailed in Chapter 1 of the *EXS* and the *EXS* OGL Update 1, or *EXS* v1.5 under "Planned Generation" using 28 points. This is done to keep the playing field even between characters. Racial modifiers are added to the ability points after the base scores have been set. Ability adjustments gained through level advancement or other means after game play begins do not apply to the Planned Generation method. Characters cannot start the campaign with any ability score below 4.

Classes

Three class options are available from the EXS and SWG (Aggressive, Cautious, and Defensive). The Custom class option has been cut for Convention play only.

All Advanced Classes listed in the EXS, SWG, and TG are allowed once the character meets the requirements for the class. A few advanced classes require special campaign documentation to meet the requirements and are detailed later.

Hit Points

The Wasteland is a treacherous place to live, with death waiting to jump your bones at any moment. So, keeping this in mind, all player characters gain maximum hit points for their first 2 class levels. Additionally, *Exodus OPS* uses a “Kid Gloves” ruling, and players may opt to start their 1st level characters with hit points as if they were already a 2nd level character — this also applies to the character’s Heal Rating.

A first level character with an HD of d10 and a +2 Constitution modifier would have 24 HP to start the campaign with, and retain this amount until gaining enough experience to advance to 3rd level.

Hit Die	HP Gained
D4	3
D6	4
D8	6
D10	7
D12	9

Hit Points gained at 3rd level and beyond are gained according to the following chart, based on the hit die type of the class or advanced class. Upon gaining a new level, the character adds the HP gained amount from the chart based on his Hit Die and then adds his Constitution modifier.

Death by Radiation: Human characters that are killed by Constitution loss due to high-levels of radiation damage have a small chance of being turned into a *Ghul* as detailed in the EXS under Radiation if it is presented in an OPS adventure and will be noted on the OPS certificate as *Ghulification* by the Overseer. Currently only two scenarios have high-levels of RAD that this can take place in. If this happens to a character, the roll must be verified by all players at the table and the Overseer and recorded in the Note section of the OPS log as successfully becoming a *Ghul*. A character that becomes a *Ghul* immediately receives all of the *Ghul* traits (except for Skill bonus and Feats). The character will appear dead to others while the transformation into a *Ghul* is underway and will lose 30 Time Units due to the transformation and time to fully restore lost statistics.

Backgrounds

All of the Background Options listed in the EXS, SWG, and TG are allowed except for the Beastmaster background. The Beastmaster background has been removed from the EXS and converted into a Tribal Nation Advance Class in the SWG.

Traits

All of the Traits listed in the EXS, SWG, and TG are allowed except for the Fast Shot and Finesse Traits. Both of these Traits have become feats and are detailed below and in the SWG. Characters that possess one of these Traits must immediately remove this trait, and may choose another trait to replace it, if the player desires to do so.

Occupations

Occupations may be chosen from those listed in the EXS, SWG, or TG. The character is assumed to practice his occupation in-between adventures and earns the listed starting wealth at the start of each scenario for an expenditure of 7 Time Units (see Time Units below).

Fast Shot

You know how to empty your guns far faster than a normal shooter.

Prerequisites: Dexterity 13, Improved Initiative, Personal Firearm Proficiency, and Quick Draw.

Benefit: The character gains one additional attack at his highest Base Attack Bonus with handguns when using the full-round attack action. Because the character shoots faster, he scores less critical hits, taking a –4 penalty to the attack roll to confirm the critical.

Special: A character cannot benefit from Finesse when using Fast Shot.

Finesse

Your attacks show style and flare even if they are sometimes impractical.

Prerequisites: Dexterity 15

Benefit: The character gains a +4 bonus to confirm critical hits, but deals –1 damage on all attacks.

Special: A character cannot benefit from Fast Shot when using Finesse.

Skills and Feats

All skills (expanded skills options) and feats presented in the EXS, SWG, and TG are allowed. Two traits (Fast Shot and Finesse) that do not fit into the trait category have been converted to feats and presented above.

Starting Money and Equipment

Characters start with the maximum amount of coins allowed by their occupation and coins gained from taking the Windfall feat.

Equipment may be purchased only from the EXS and characters are limited to buying Common and Uncommon items at character creation. After one scenario has been completed, the character may then purchase Infrequent scarcity equipment from the EXS and SWG. Characters can purchase equipment from the TG only in adventures that take place in Texas.

Rare, Very Rare, and Unique items may only be gained through an *Exodus OPS* adventure, and are noted under acquired items as detailed below.

Currency: The standard currency is today's pocket change, typically called copper and steel coin as detailed in the EXS. However a few scenarios that take place out of the Southwest Wasteland has introduced two new type of currency, the Greenback (American Dollar Bill – any denomination) and the Sunstone Coin (Peso). The adjoining sidebar details the exchange rate to steel coin.

Currency	Exchange Rate
Copper	100:1
Greenback	20:1
Steel	1:1
Sunstone	50:1

Advanced Classes

All of the advanced classes listed in the EXS, SWG, and TG are available for play once requirements are reached. The following advanced classes require campaign documentation or belonging to a particular Wasteland Organization on an *Exodus OPS* log sheet.

Chi Dynasty Bowman
Chi Dynasty Horselord
Chi Dynasty Warrior
Kung Fu Master
Made Man
Mutant Commando
Martial Artist (chi requirement only)
Seeker of the Holy flame
Steel Disciple Initiate

Wasteland Organizations

The benefit of belonging to an organization allows a character to gain Reputation points in his organization at an accelerated rate. The character earns +1% bonus to his total fame gained in the organization, and earns +1% infamy to his total infamy on any opposing factions of the organization.

Chung Lung is a member of the Chi Dynasty and has completed a mission against the Steel Disciples and *Ghūls*. Chung gains +2% fame in Chi Dynasty (+1% bonus for a total of 3%) and gains +1% infamy in both the Steel Disciples and the *Ghūl* Collective (+1% bonus for a total of 2% each).

Reputation works in two ways in Exodus OPS. First, it establishes how well known a character is, whether good or bad, with particular organizations. This may unlock options in adventures not available to unknown characters. Second, for every multiple of 5% fame (round down) in an organization, the character gains +1 morale bonus to social interactions (barter, bluff, diplomacy, and gather information) to members or settlements under the control of that particular organization. However, for every multiple of 5% infamy (round down) in an organization, the character gains –1 morale penalty to social interactions (barter, bluff, diplomacy, and gather information) to members or settlements under the control of that particular organization. Fame and Infamy morale bonuses/penalties do stack together and may cancel out potential bonuses or counteract negatives. **Characters may remove Infamy by spending 2 points of Fame in the same category.**

Characters may belong to any one organization that is listed in Chapter 7 of the EXS, Chapter 5 of the SWG, or Chapter 5 of the TG, if meeting the requirements detailed below.

Chi Dynasty – only available to characters with the Chi background.

Goals: To conquer the southwest wasteland, and place non-Chi's into labor camps to rebuild the wasteland in a golden age. Secondary goal: to gather all domesticated and wild horses for the Dynasty.

Benefit: Access to purchase horses from any Chi merchant and access to the Chi Dynasty advanced classes listed in the SWG.

Children of the Apocalypse – only available to characters with the Cultist (SWG – Children of the Apocalypse) background.

Goals: To conquer the infidels of the wasteland, create chaos, and to stockpile weapons of mass destruction.

Benefit: Access to purchase infrequent or less scarcity heavy weapons of any cost and access to the Children of the Apocalypse advanced classes listed in the SWG.

CNW – this obscure cult is only available to characters that take the background Cultist (Monks of Chuck Norris Walker) presented in the TG.

Goals: Always seek out the good in others, acknowledges the presence of evil, and respond to evil with quick sudden violence.

Benefit: Enemies underestimate a monk of CNW, allowing the monk to gain one bonus attack-action in the first round of a combat.

Desert Rangers – characters become part of the Desert Rangers organization if they have at least one level in the Desert Ranger advanced class.

Goals: To police the wasteland, keeping law and order, and maintaining the balance of humanity.

Benefit: Free food and shelter in an ally's community and 50 rounds of common or uncommon ammunition.

Ghul Collective – available by special invitation (must have campaign documentation). Characters belonging to this organization gain the benefits of the collective.

Goals: To gather intelligence on other organizations and information related to obscure knowledge and locales.

Benefit: When in any settlement of 100 or more citizens, they may contact an agent of the collective to gain a +4 circumstance bonus on Gather Information skill checks and any Knowledge skill checks.

Lonestar Nation – available to Republic citizens of Texas and characters that take the Lonestar National background.

Goals: To protect the laws and rights as well as the security of Republic citizens.

Benefit: May purchase equipment from the TG even if the adventure doesn't take place there.

Mutant Army – only Trans-Genetic Mutant characters with the Mutant Spy background are available to join the Mutant Army.

Goals: To gather intelligence on other organizations and report back their military might. Find locations or technology to aid in the creation of the next generation of Mutant soldiers.

Benefit: None.

NEMO – characters can only join this organization through invitation from OPS adventures through campaign documentation.

Goals: To create chaos and have a good time at the expense of others.

Benefit: When in NEMO territory, the character will not immediately be attacked on site.

Order of the Alamo – available to citizens of south Texas and San Antonio.

Goals: To oppose tyrants and warmongers from invading their lands.

Benefit: The character receives a price reduction of -20% on equipment purchased in San Antonio.

Refinery Friars – this obscure cult is only available to characters that take the background Cultist (Friars of the Refinery) presented in the TG.

Goals: To ensure that the Refinery continues to operate being fed precious oil and to locate new source of oil.

Benefit: One gallon of gasoline and 100 greenbacks at the start of any adventure taking place in Texas.

Savior's Army – any characters may join the Savior's Army, but must sacrifice 10% of their earnings and medical supplies to the order.

Goals: To provide medical aid to the sick and wounded.

Benefit: The Savior's Army heals the character's afflictions that transgress from one scenario to the next and at the start of each adventure provides the character with a doctor's bag and a poison antidote or two medpaks.

Steel Disciples – characters may be a part of the Steel Disciples in their volunteer army. Steel Disciple Initiates and higher ranking disciples are part of the army.

Goals: To bring back man to pre-Exodus times, by creating law and order among the citizens of the wasteland.

Benefit: Free food and shelter in any Steel Disciple community and a handgun (Scarcity – Uncommon or less, worth up to 500 steel) with 30 rounds of ammunition, or one melee weapon (Scarcity Uncommon or less, worth up to 200 steel) should the Disciple possess no weapons.

Techno Reaper – only available to characters with the Cultist (Techno Reaper) background.

Goals: To restore lost technology to the hands of scientists.

Benefit: Access to purchase energy weapons or technical equipment of Rare or lower scarcity from the Techno-Reaper's storehouse.

Tribal Nation – only available to characters with the Tribal background or by special invitation (must have campaign documentation).

Goals: To preserve the cultures of the Tribal Nation, and eradicate any threats to the Nation.

Benefit: Tribal Nation members gain a trained medium-sized dog as an animal friend for free. Use the statistic for Trained Dog from the SWG or Exodus Bestiary. If the dog dies, the character can spend 10TU at the start of his next OPS adventure to get a new trained dog from the Nation.

Unity – characters must have the Cultist (Unity) background, or have transverse to the Union (must have campaign documentation).

Goals: To promote the six degrees of separation as denoted by the works of Smiling Bob.

Benefit: +2 circumstance bonus on all friendly social interaction skill check.

Vegas Mafia – characters must have the Criminal background or Wiseguy occupation and have earned at least 10% fame in Vegas Mafia to join a Mafia gang. To join a Mafia family, special campaign documentation is needed.

Goals: To further the goals of the Vegas Mafia and protect Vegas from opposing organizations.

Benefit: Access to purchase armaments, armor, chemicals, or equipment up to 10,000 steel when in Vegas.

Opposing Factions

An opposing faction chart is listed below for quick reference on how Wasteland Organizations act towards one another.

Ally: These organizations work in cooperation with one another. Characters interacting with an ally organization are treated with the initial reaction of Helpful. Characters gain a +4 circumstance bonus to Barter, Diplomacy, and Gather Information skill checks with ally organizations.

Friendly: These organizations are on friendly terms, and sometimes work in cooperation with one another. Characters interacting with a friendly organization are treated with the initial reaction of Friendly. Characters gain a +2 circumstance bonus to Barter, Diplomacy, and Gather Information skill checks with friendly organizations.

Hostile: These organizations hate one another and seek to eradicate each other. Characters interacting with a hostile organization are treated with the initial reaction of Hostile. Characters suffer a –4 circumstance bonus to Barter, Bluff, Diplomacy, Gather Information, and Intimidate skill checks with hostile organizations.

Neutral: These organizations don't have a beef with one another, at least not yet. Characters interacting with a neutral organization are treated with the initial reaction of Indifferent.

Organization Opposing Factions	Chi Dynasty	Children of the Apocalypse	CNW	Desert Rangers	Ghul Collective	Lonestar	Mutant Army	NEMO	Order of the Alamo	Refinery Friars	Savior's Army	Slaver's Union	Steel Disciples	Techno Reapers	Tribal Nation	Unity	Vegas Mafia
Chi Dynasty	—	H	N	N	H	N	H	N	N	N	N	N	N	N	N	N	N
Children of the Apocalypse	H	—	N	H	N	F	N	A	N	F	F	A	H	H	N	N	A
CNW	N	N	—	N	N	N	N	N	N	N	N	N	N	N	N	N	N
Desert Rangers	N	H	N	—	A	F	N	H	F	A	A	H	A	A	N	F	N
Ghul Collective	H	N	N	A	—	H	H	N	N	N	N	H	F	F	N	F	N
Lonestar Nation	N	F	N	F	H	—	H	N	H	A	F	H	N	F	N	F	N
Mutant Army	H	N		N	H		—	N	N	H	N	A	H	H	H	N	N
NEMO	N	A	N	H	N	N	N	—	N	H	F	A	H	H	N	N	N
Order of the Alamo	N	N	F	F	N	H	N	N	—	F	N	N	N	N	N	N	N
Refinery Friars	N	F	N	A	N	A	H	H	F	—	F	H	N	F	N	N	N
Savior's Army	N	F	N	A	N	F	N	F	N	F	—	N	F	F	N	F	N
Slaver's Union	N	A	N	H	H	H	A	A	N	H	N	—	N	N	H	F	N
Steel Disciples	N	H	N	A	F	N	H	H	N	N	F	N	—	A	N	F	H
Techno Reapers	N	H	N	A	F	F	H	H	N	F	F	N	A	—	N	F	N
Tribal Nation	N	N	N	N	N	N	H	N	N	N	N	H	N	N	—	N	H
Unity	N	N	N	F	F	F	N	N	N	N	F	N	F	F	N	—	N
Vegas Mafia	N	A	N	N	N	N	N	N	N	N	N	F	H	N	H	N	—
A – Ally F – Friendly H – Hostile N – Neutral																	

Retro-fitting Characters

When new products are released that offer additional character options (advanced classes, backgrounds, occupations, feats, talents, or traits), players are allowed to retro-fit their characters to take advantage of these new options.

- A player may redesign his character if the character is 3rd level or less, but may only do so once to take advantage of the new product.
- Players with characters 4th level or higher can redesign their last 2 character levels. Additionally they may change the character's background, occupation, and one trait from an EXS option to a new release option. These characters cannot change their race option.
- Any character with the EXS Cultist background may change their background to one of the Cultist backgrounds in the new product.

Experience

Exodus is no longer using the standard *Modern* Experience table. Each race in Exodus has its own Experience table that can be found in the EXS OGL Update 1 or Appendix 2 of the SWG. Characters playing *Ghūl* and Trans-Genetic Mutants no longer suffer an EXP penalty and will need to adjust their EXP according to the new EXP presented in one of the sources. It is a strong possibility that characters of both of these races will gain a level of experience, based on the new EXP.

Good versus Evil

Exodus OPS are about heroics and furthering the causes of the good and the just in the Wasteland. Players can role-play their characters however they desire in attitude and appearance, but performing horrendous acts of evil, such as destroying a Tribal village for little or no reason, or killing innocent bystanders, will result in the character being removed from play. In some scenarios, characters may have to choose between two evils to complete their task; this is not viewed as a horrendous act when a plotline presents the option.

Exodus OPS Campaign Log

At the end of each adventure, the Overseer gives the surviving characters a campaign log that is included at the end of the scenario to fill out. An *OPS* campaign log is what tracks the character's experience, coin, reputation, and time totals, as well as special purchases of rare, very rare, or unique items, and any campaign documentation (such as special favors or requirements for an advanced class or organization).

Time Units

Time Units represent the amount of activity a character can do in a given period of a year. A character begins with 183 days of Time at character creation that is spent during scenarios and other activities such as downtime. The remaining time of 182 days is considered consumed through travel time between scenarios as the Wasteland is a large place, and most travel is done in caravans and by foot. When a character runs out of TU, he is done until his TU reset. January 1st of each year every Exodus character Time Units reset to 183. Time Units are spent during adventures and downtime.

Downtime

Between scenarios is a period known as Downtime. During this time, the character regains lost hit points, ability damage, and recovers from Disease, Poison and Radiation (unless otherwise noted on the *OPS* log due to circumstances in a scenario). The character may also spend up to 21 Time Units to practice Occupations or Professions or use the Craft, Perform, or Sleight of Hand skills to make money at the end of a scenario. This must be done at the end of the last scenario, as witnessed by the Overseer and recorded in the campaign log under: Other Time Units Spent and Notes.

Craft: The craft skill has been simplified, so that a character can craft the appropriate item of desire based on Scarcity of the item. The character must spend a set number of Time Units to salvage or scavenge and refine the item before attempting to craft the item. Then the character must spend a cost associated with the item for other creation costs (whatever they may be). Finally the character can attempt the Crafting check or checks based on the complexity of the

item as denoted in the Craft DC presented here, except for Craft (chemical) which uses a cost per DC price. Consult the adjoining chart for costs.

Characters may only craft items of Infrequent or lower Scarcity. All craft skill checks must be witnessed by the Overseer and recorded under item purchases with the note (crafted) next to the item.

Lastly, a character may only craft a number of items during downtime equal to his character level.

Occupation: For 7 units of Time spent on occupation, the character gains an amount of coin equal to the starting wealth listed under the occupation. Spending 14 Time Units would net double the starting wealth and 21 Time Units would net triple.

Professions: For each unit of Time spent, the character earns a number of steel coins equal to his d20 roll + profession skill.

Perform: For each unit of Time spent on performing, the character gains the following, based on the performance:

Under 10: Crap performance: no wealth gained, only rotten fruit.

11 – 15: Below average performance: pity wealth gained (2d4 copper coins)

16 – 20: Average performance (3d6 steel coins gained)

21 – 25: Above average (4d8 steel coins gained)

26 – 30: Great (5d10 steel coins gained)

31+: Awesome (8d10 steel coins gained)

Sleight of Hand: For each unit of Time spent, a character can attempt to steal coins from targets in the Wasteland.

Unlike other Downtime activities, however, Sleight of Hand has repercussions for failure, unless a successful Bluff check is made.

Small Wasteland Community (under 500 people)

Under 10: Horrendous failure; Bluff check DC 20 or imprisonment for 20 Time Units.

11 – 15: Failure; Bluff check DC 15 or imprisonment for 20 Time Units.

16 – 20: 2d6 steel coins gained

21 – 25: 3d8 steel coins gained

26 – 30: 4d10 steel coins gained

31+: 6d10 steel coins gained

Medium-sized Wasteland Community (500-2500 people)

Under 10: Horrendous failure; Bluff check DC 25 or imprisonment for 30 Time Units.

11 – 15: Failure; Bluff check DC 20 or imprisonment for 30 Time Units.

16 – 20: 4d6 steel coins gained

21 – 25: 5d8 steel coins gained

26 – 30: 6d10 steel coins gained

31+: 10d10 steel coins gained

Craft Skill		
Scarcity	TU	Cost
Common	1	.06 cost of item
Uncommon	3	.12 cost of item
Infrequent	5	.25 cost of item
Craft	Type	Cost per DC
Chemical	Acids	5
	Explosives	12
	Pharmaceutical ¹	—
	Poison	6
Craft	Type	Craft DC
Chemical ²	Ammunition	15
Electronic ²	Energy Melee	40
	Field Gear	40
	Field Gear	40
Mechanical ²	Ammunition	20
	Archaic Melee	15
	Archaic Range	20
	Armor	40
	Energy Melee	40
	Field Gear	30
	Handguns	35
	Longarms	40
Structural ^{2 3}	Vehicles (large)	40
	Vehicles (medium)	35
	Vehicles (small)	35
	Vehicles (large)	30
	Vehicles (medium)	30
	Vehicles (small)	30
	Vehicles (large)	30
	Vehicles (medium)	30

¹ Characters may only craft pharmaceuticals listed in the equipment chapters of the EXS and SWG.

² Several items listed under equipment in the EXS or SWG require multiple craft skill types in order to craft.

³ Structural items, such as shelters, use the Craft (salvage) to determine cost of materials based on type as if it was Infrequent.

Bartering in OPS

The Barter skill is a useful skill when buying and selling items in the *Exodus* world. During and after a scenario, bartering is resolved by the Overseer based on information provided in the scenario. At the end of the scenario, players can purchase additional items to record on their *OPS* log, at which time the Overseer can reveal the Barter DCs that the players need to beat in order to gain the benefit of the Barter skill.

Trading Items to Other Characters

Trading is restricted in the *Exodus OPS* campaign to a single item of trade to each character at the end of a scenario that the player has completed (If the table consist of 5 players, then four trades can be made by a single player with the other characters). The characters must record the item(s) traded on their *OPS* log in the "Trade" box.

Rex Trades a Light Duty Vest to Lenny for 1000 steel coins, both Rex and Lenny record the Trade in the columns of Traded and Acquired. Rex records trading the Light Duty Vest in the Trade column, the 1000 steel coin in the Acquired column and the character/player traded to the last column. Lenny records trading the 1000 steel coin in the Trade column, the Light Duty Vest in the Acquired column, and the character/player traded to in the last column.

Residences and Vehicles in the Wasteland

Some Year 2 Exodus OPS scenarios have introduced the option of acquiring permanent residence within a community or a vehicle. Both of these options, however, come with a price, called upkeep. All acquired residences and vehicles have an upkeep cost that must be paid at the end of each scenario, else the residence is destroyed or the vehicle stolen while you are in downtime. This is a fact of the wasteland; you have something cool, and everyone else wants it.

Residential Upkeep allows you to use your residence as a place to offset any lodging costs while you're within your community (which you may extend to your companions, if you desire).

Vehicle Upkeep allows you to use your vehicle to travel to other locations faster within an adventure (saving precious TU) and includes the fuel cells and repairs needed to operate the vehicle for the duration of the next OPS adventure.

Slaves

Some Year 2 Exodus OPS scenarios have introduced the option of acquiring slaves. The type of slave that you can acquire is detailed in the Special box of the certificate. All slaves are custom built using the information provided on the certificate. A character can utilize his slave however he wishes, but, remember, using a slave (for example) as a landmine detector, would be construed as evil act, at which point your character will be removed from the campaign.

Slaves do not gain experience; instead they have a progression in level based on their master's character level. For every 4 character levels a player has, his slave gains one level in the defensive class. A character would need to be 8th level to have a 2nd level slave and so on.

A character can never possess more than one slave at a time, nor can a character trade his slave to another player character. Should a character gain more than one slave in an adventure, he may only keep one, the rest escape during downtime. The character may release his slave at anytime during an adventure or downtime.

Expanded Equipment

Some Exodus OPS adventures have detailed region specific common armaments or gear that can be purchased. Most of these items are not reprinted in any of the available source material. With each new OPS Campaign Guide update, the new armaments and gear of Infrequent or less Scarcity will be listed in the guide, available to purchase with a new restriction of location. Characters will only be able to purchase the item if they are in the region listed during an OPS adventure.

Alamogordo Market

Characters may only buy the following equipment when in the market of Alamogordo.

Bitter Cactus Juice (cost: 165 steel): This is some harsh medicine. It causes Nausea for 2 hours, but it restores 1d3 hit points, and cures one point of STR, DEX, and CON ability damage. A character can only benefit from the Cactus Juice once per day.

Caruso Sunglasses (cost: 245 steel): These sunglasses were the style of the rich and powerful in tropical environments at the turn of the century. Wearing these sunglasses grants a +1 Circumstance bonus to Bluff, Gather Information, and Intimidate skill checks.

Father Time's Pork Rinds (cost: 1 steel): Pork Rinds, the ageless treat.

Desert Cloak (cost: 120 steel): This is a light, Mojave patterned, sand-colored cloak that provides a +2 Circumstance bonus to Hide checks in a desert environment.

Desert Weave (cost: 1000 steel): This scaly sand-colored armor is made from several Cruces Lizard hides sewn together.

Light Armor	Defense	PDR	Dex	AP	SPD	WT
Desert Weave	+2	2	+6	-1	30	5

Meat Claw Dirk (cost: 185 steel): This curved dagger is made from the sharpened claw of a Meat Claw.

Melee Weapons	DMG	CRIT	SIZE	WT	PROF
Meat Claw Dirk	1d3	18-20/x3	Tiny	1	simple

Children of the Sand Lunchbox Stand

Characters may only buy the following equipment when visiting the Lunchbox Stand in Outer Reno. The character must have access to purchase Rare scarcity goods or they cannot purchase the items below.

Girl Guide Cookies (cost: 650 steel): Every Girl Guide worth her salt carries a trusty box of cookies. These cookies are so delicious that even a grown man will fall to his knees to sample them. Whenever a box of Girl Guide Cookies is opened, any adult (age 16+) within 30 feet (60 ft if has scent) of the box must succeed a Will save DC 20 or be overcome with ravenous hunger and compelled to devour the box of cookies. Characters failing the save spend 1d4 rounds devouring cookies and are considered Dazed during this time. Characters immune to smell are immune to the cookies' effect. Characters from pre-Exodus times (age 40+) receive a -4 penalty to their Will save. Characters that succeed their save are immune to the cookies' effect for 4 hours.

Pepper Spray (cost 1000 steel): This small metal spray vial sprays a cloud of chemical pepper gas into a 5ft sq. that does not provoke an attack of opportunity, and lingers in the square for 5 rounds. Anyone occupying or that enters into the square must succeed a Fortitude save DC 20 or become Blind for 1d6 minutes and Nauseated for 1d6 rounds. A pepper spray vial holds 3 uses, before being depleted.

The Exodus OPS Campaign Log

The *Exodus* log is easy enough to figure out as it contains the basics of tracking a character's numeric totals, such as: Experience Points, Items Gained, Purchases Made, or Wealth. A sample *Exodus* log has been included below detailing each element with a number for ease of understanding.

- 1) This area contains the scenario's Title. Each *Exodus OPS* LOG will have a unique scenario title. A player can only play an *OPS* scenario once, regardless of the amount of characters he has.
- 2) This area contains personal information for the player to track his character, including the character's name and the player's name.
- 3) This area contains the information for the OVERSEER to sign and date the scenario to verify that the scenario has been completed by the player, and that the OVERSEER judged this scenario.
- 4) This box tracks the amount of scenarios played. *OPS* LOG # starts at 1 and progresses by 1 each time the character plays a scenario.
- 5) These four boxes track a character's TIME UNITS and represent the time the character spent in the scenario, in downtime, and how much time he has remaining for the year. To determine TIME UNITS take the total TIME UNITS REMAINING from the last *OPS* LOG and place it in the "PREVIOUS TIME UNITS" box, record the amount of TIME UNITS given by the OVERSEER at the end of the scenario in the "TIME UNITS SPENT" box and any DOWNTIME in which TIME UNITS are expended in the "OTHER TIME UNITS SPENT" box. Subtract the TIME UNITS SPENT and OTHER TIME UNITS SPENT from the PREVIOUS TIME UNITS to calculate "TIME UNITS REMAINING".

- 6) These three boxes track a character's EXPERIENCE. To determine the character's EXPERIENCE, take the total TOTAL EXPERIENCE from the last OPS LOG and place it in the "PREVIOUS EXPERIENCE" box. Record the amount of EXPERIENCE given by the OVERSEER at the end of the scenario in the "EXPERIENCE GAINED" box. Add the EXPERIENCE GAINED to the PREVIOUS EXPERIENCE to calculate TOTAL EXPERIENCE.
- 7) These four boxes track a character's COIN. To determine the character's COIN, take the TOTAL COIN from the last OPS LOG and place it in the "PREVIOUS COIN" box. Record the acquired COIN given by the OVERSEER at the end of the scenario and include other variables (to include the selling of items, COIN gained from trading, and COIN earned through DOWNTIME activities) in the "COIN GAINED" box. Next, record the amount of "COIN SPENT" during the scenario (that includes COIN spent in the scenario, traded COIN, and COIN used to purchase items after the scenario) that you spent. Add the PREVIOUS COIN to the COIN GAINED and subtract the COIN SPENT from that total to calculate "TOTAL COIN".
- 8) Special Favors and Rare+ Items are pre-printed in this box. Favors are gained through a character's action in a scenario, while Rare, Very Rare, and Unique items are found. Favors detailed in the box are generally a *one use shot* and are struck through by the OVERSEER when cashed in. A Rare+ item printed in the box is detailed in the EXS on its usability, and generally only one of these items is found during a scenario. This means that only one character may gain it on his OPS Log, and the OVERSEER strikes out the item in the other characters' OPS logs.
- 9) At the end of a scenario, the OVERSEER details all of the equipment and items gained by the characters. The Items Acquired Box and Columns are for the standard items (that are not Rare+) that are kept from a scenario. Record each item kept, and strike through when used (if expendable) or when sold.
- 10) At the conclusion of a scenario, a character may purchase equipment and other items that are Common, Uncommon, and Infrequent as long as they have enough COIN, or a RARE+ item, if they expend a Special Favor they have. Each scenario has an item value amount that is available for purchase, however, this is not knowledge that the character has. The Overseer knows this amount and can inform the character at the end of the scenario so that purchases may be made in this range.
- 11) These boxes track Trading. A character may trade one item or a coin amount with each character in the scenario as detailed in TRADING above.
- 12) These boxes track the character's Total Reputation earned in the Wasteland. Several of the boxes are set in print that detail the Organizations of the Wastes, while others are filled in depending on the individual factions of the scenario.
- 13) This box is for Notes that a Player or the OVERSEER inputs based on the actions that a character does in a scenario or a benchmark. A character gaining a level, or being jailed for 120 units of TIME are Notes. Other Notes, such as spending downtime, should also be noted in this area. Finally a box for remaining KARMA POINTS is included to keep track of KP used until they refresh at a level advancement.



Credits

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