

RELEVANT SKILLS

Weird Science _____
Science _____

GENERAL RESULTS TABLE

	Success	Power
S	Minimal	+1 (3)
1	Average	+1 (2)
2	Average	+1 (1)
3	Good	+2 (4)
4	Good	+2 (3)
5	Good	+2 (2)
6	Good	+3 (5)
7	Superior	+3 (4)
8	Superior	+3 (3)
9	Superior	+4 (6)
10	Superior	+4 (5)
11	Superior	+4 (4)
12	Spectacular	+5 (7)
13	Spectacular	+5 (6)
14	Spectacular	+5 (5)
15	Spectacular	+6 (8)
+2		+0(-1)

GADGET/GIZMO SUMMARY

Name/Designation _____
Designer/Gadgeteer _____
Housing Description _____

Housing Value _____ **Size/Value** _____ **Weight/Value** _____

Systems

System			
Sys. Val.	_____	_____	_____
DN Mod.	_____	_____	_____
Shock	_____	_____	_____
Adv. Cost	_____	_____	_____
Ref	_____	_____	_____
System	_____	_____	_____
Sys. Val.	_____	_____	_____
DN Mod.	_____	_____	_____
Shock	_____	_____	_____
Adv. Cost	_____	_____	_____
Ref	_____	_____	_____

Time to Construct _____

Power Flaws (value) _____

GADGET/GIZMO CHECKSHEET

Step One

Housing _____
 System 1 _____
 System 2 _____
 System 3 _____
 System 4 _____
 System 5 _____
 System 6 _____
 Pos Capacitor (y/n) _____
 Power Plant on System(s) _____

Boosters (by system)

System 1 _____
 System 2 _____
 System 3 _____
 System 4 _____
 System 5 _____
 System 6 _____

Compensators (by system)

System 1 _____
 System 2 _____
 System 3 _____
 System 4 _____
 System 5 _____
 System 6 _____

Step Two

Order of Components:

1. Housing
2. Systems
3. Pos Capacitor
4. (Power Plant)
5. (Boosters)
6. (Compensators)

Step Three

Housing Value _____

Step Four

System 1 Value /Max _____
 System 2 Value /Max _____
 System 3 Value /Max _____
 System 4 Value /Max _____
 System 5 Value /Max _____
 System 6 Value /Max _____

Step Five

Pos Cap. Installed OK? (y/n)
 1. _____ 2. _____ 3. _____
 4. _____ 5. _____ 6. _____

Step Six

Power Plant Value

System 1 _____ System 2 _____
 System 3 _____ System 4 _____
 System 5 _____ System 6 _____

Step Seven

Sys1: Booster _____ Boosted Sys Val _____ Shock _____
 Sys2: Booster _____ Boosted Sys Val _____ Shock _____
 Sys3: Booster _____ Boosted Sys Val _____ Shock _____
 Sys4: Booster _____ Boosted Sys Val _____ Shock _____
 Sys5: Booster _____ Boosted Sys Val _____ Shock _____
 Sys6: Booster _____ Boosted Sys Val _____ Shock _____

Step Eight

Sys1: Base/Comp DN Mod _____ Base/Comp Shk _____
 Sys2: Base/Comp DN Mod _____ Base/Comp Shk _____
 Sys3: Base/Comp DN Mod _____ Base/Comp Shk _____
 Sys4: Base/Comp DN Mod _____ Base/Comp Shk _____
 Sys5: Base/Comp DN Mod _____ Base/Comp Shk _____
 Sys6: Base/Comp DN Mod _____ Base/Comp Shk _____

BONUS CHART

DIE ROLL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	50	+5
BONUS #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

THE NILE EMPIRE

GADGET / GIZMO WORKSHEET

BLUEPRINT/DIAGRAM

