


widget data

widget name		owner		level	
Baxter's Beneficent Backpack		Baxter Bouillon		5	
weapon, armor, or shield type	damage	range	payload	move penalty	size
—	—	—	—	—	—
—	—	—	—	—	—
—	—	—	—	—	—
gimmick name	range	duration	type	pp	notes
Animated	100 ft.	1 scene	S	3	• Widget has received 30 CP from Baxter (donated 10 GP). Total Cost: 35 CP
Big Sleeves (4 cu. ft.)	—	—	R	1	
Collapsible (Glider)	—	perm.	A	0	
Endless Supply	—	—	A	0+	
Non-Encumbering	—	perm.	A	0	
Sticking Touch	—	perm.	A	0	



Widget Sheet

total

RF or AG **5**

Health Points **35**

Health Points lost

type

Power Source **self**

total

Pool Points **20**


Pool Points spent

total

Movement Rate **—**

widget data

widget name		owner		level	
Mystery Stone of Babylon (Translation Rock)		Arkansas Smith		3	
weapon, armor, or shield type	damage	range	payload	move penalty	size
Small Stone	Str. +1	thrown	—	—	1
—	—	—	—	—	—
—	—	—	—	—	—
gimmick name	range	duration	type	pp	notes
Interpreter	—	perm.	A	0	• While looking through this clear stone, the PC becomes able to read any text, regardless of the language in which it is written. Total Cost: 12 CP
Lantern	100 ft.	varies	A	0+	
—	—	—	—	—	
—	—	—	—	—	
—	—	—	—	—	
—	—	—	—	—	



Widget Sheet

total

RF or AG **6**

Health Points **20**

Health Points lost

type

Power Source **self**

total

Pool Points **10**


Pool Points spent

total

Movement Rate **—**

widget data

widget name		owner		level	
Mask of Anubis (Large Wooden Mask)		Arkansas Smith		6	
weapon, armor, or shield type	damage	range	payload	move penalty	size
Scarab Bomb (10 ft. rad.)	12	—	1	—	1
—	—	—	—	—	—
—	—	—	—	—	—
gimmick name	range	duration	type	pp	notes
Animated (scarab)	—	perm.	A	0	• When worn, the mask's scarab ornament can be animated and sent out. The mask wearer can see and hear what the scarab sees and hears. Scarab can also self-destruct. Mask regrows a new scarab each day. Total Cost: 26 CP
Disposable (scarab)	—	perm.	A	0	
Self-Destruct	—	perm.	A	0	
—	—	—	—	—	
—	—	—	—	—	
—	—	—	—	—	



Widget Sheet

total

RF or AG **3**

Health Points **20**

Health Points lost

type

Power Source **self**

total

Pool Points **20**

Pool Points spent

total

Movement Rate **3**