

To-Do List

13 Feb 2014

- add boats to generic vehicles

6 March 2014

- start upgrading *all* the feats (mwa ha ha ha ha haaaa)

18 April 2014

- add Burrow/Tunnel power

16 Feb 2016

- add standard weapons/armour/gear (copy/paste from SRDs)
- decide if “passengers” can leave/attack from Force Fields