

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Defensive	1	Feral Child	Ranger	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT
				WEIGHT



STR -
DEX -
CON -
INT -
WIS -
CHA -

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
18	+4		
14	+2		
10	0		
13	+1		
7	-2		



SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> Balance	DEX	5	= 4	+ 1	+
<input type="checkbox"/> Barter	CHA		=		+
<input type="checkbox"/> Bluff	CHA		=		+
<input checked="" type="checkbox"/> Climb	STR	2	= 1	+ 1	x
<input type="checkbox"/> Computer Use ■	INT		=		+
<input type="checkbox"/> Concentration	CON		=		+
<input type="checkbox"/> Craft (Chemical) ■	INT		=		+
<input type="checkbox"/> Craft (Electronic) ■	INT		=		+
<input type="checkbox"/> Craft (Mechanical) ■	INT		=		+
<input type="checkbox"/> Craft (Salvage)	INT		=		+
<input type="checkbox"/> Craft (Structural)	INT		=		+
<input type="checkbox"/> Craft (Visual Art)	INT		=		+
<input type="checkbox"/> Craft (Writing)	INT		=		+
<input type="checkbox"/> Craft	INT		=		+
<input type="checkbox"/> Craft	INT		=		+
<input type="checkbox"/> Decipher Script ■	INT		=		+
<input type="checkbox"/> Demolitions ■	INT		=		+
<input type="checkbox"/> Diplomacy	CHA		=		+
<input type="checkbox"/> Disable Device ■	INT		=		+
<input type="checkbox"/> Disguise	CHA		=		+
<input type="checkbox"/> Drive	DEX		=		+
<input type="checkbox"/> Escape Artist	DEX*		=		+
<input type="checkbox"/> Forgery	INT		=		+
<input type="checkbox"/> Gamble	WIS		=		+
<input type="checkbox"/> Gather Information	CHA		=		+
<input checked="" type="checkbox"/> Handle Animal ■	CHA	2	= -2	+ 4	+
<input type="checkbox"/> Hide	DEX*		=		+
<input type="checkbox"/> Intimidate	CHA		=		+
<input type="checkbox"/> Investigate ■	INT		=		+
<input checked="" type="checkbox"/> Jump	STR*	2	= 1	+ 1	+
<input type="checkbox"/> Knowledge (Civics) ■	INT		=		+
<input type="checkbox"/> Knowledge (Engineering) ■	INT		=		+
<input type="checkbox"/> Knowledge (Geography) ■	INT		=		+
<input type="checkbox"/> Knowledge (History) ■	INT		=		+
<input type="checkbox"/> Knowledge (Medicine) ■	INT		=		+
<input checked="" type="checkbox"/> Knowledge (Nature) ■	INT	2	= 0	+ 2	+
<input type="checkbox"/> Knowledge (Occult) ■	INT		=		+
<input type="checkbox"/> Knowledge (Science) ■	INT		=		+
<input type="checkbox"/> Knowledge (Street)	INT		=		+
<input type="checkbox"/> Knowledge (Tactics) ■	INT		=		+
<input type="checkbox"/> Knowledge (Technology) ■	INT		=		+
<input type="checkbox"/> Knowledge (Theology & Philosophy) ■	INT		=		+
<input type="checkbox"/> Knowledge (Underworld) ■	INT		=		+
<input type="checkbox"/> Knowledge	INT		=		+
<input type="checkbox"/> Knowledge	INT		=		+
<input type="checkbox"/> Listen	WIS	2	= 1	+ 1	+
<input type="checkbox"/> Move Silently	DEX*		=		+
<input checked="" type="checkbox"/> Navigate	INT	4	= 1	+ 1	2
<input type="checkbox"/> Perform (Acting)	CHA		=		+
<input type="checkbox"/> Perform (Dance)	CHA		=		+
<input type="checkbox"/> Perform (Music)	CHA		=		+
<input type="checkbox"/> Perform (Oratory)	CHA		=		+
<input type="checkbox"/> Pilot ■	DEX		=		+
<input type="checkbox"/> Profession	WIS		=		+
<input type="checkbox"/> Profession	WIS		=		+
<input type="checkbox"/> Repair ■	INT		=		+
<input type="checkbox"/> Research	INT		=		+
<input type="checkbox"/> Ride	DEX		=		+
<input type="checkbox"/> Search	INT		=		+
<input type="checkbox"/> Sense Motive	WIS		=		+
<input type="checkbox"/> Sleight of Hand ■	DEX		=		+
<input checked="" type="checkbox"/> Spot	WIS	2	= 1	+ 1	+
<input checked="" type="checkbox"/> Survival	WIS	15	= 1	+ 6	8
<input type="checkbox"/> Swim	STR*		=		+
<input type="checkbox"/> Treat Injury	WIS		=		+
<input type="checkbox"/> Tumble ■	DEX*		=		+

Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.

TOTAL CURRENT

Hit Points 20

Massive Damage Threshold

14

Radiated

Condition Injury

TOTAL DEX MODIFIER MISC MODIFIER

Initiative +4 = 4

Speed 30

Remember friends, duck and cover!



TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

Defense 16 = 10 + 2 + 0 + 4

Flat-Footed

12

Touch

16

Carry Weight

43

Poison Resistance

Radiation Resistance

Healing Rate

1

Karma Points

3

Damage Reduction

-

MAX K.P.

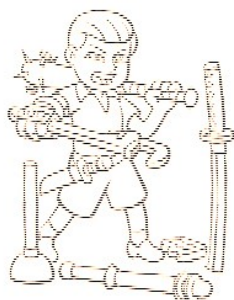
CURRENT K.P.

PHYSICAL D.R.

ENERGY D.R.

LASER / PLASMA D.R.

EXPLOSIVE D.R.



SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+4	= 2	+ 2	
Reflex (DEX)	+5	= 1	+ 4	
Will (WIS)	+1	= 0	+ 1	

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	1	= 0	+ 1		
Grapple	1	= 0	+ 1		
Ranged	4	= 0	+ 4		
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Sling Shot		+4		1d3+1		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
15	0	Physical	Sm	—			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Knife		+1		1d4+1		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
10	1	physical	T				

WEAPON3		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

Exp:	
Copper Coins:	14
Steel Coins:	5

ARMOR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
						Yes	No
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES		

[illegible]

TALENTS

Survival(skilled hunter)

[illegible]

Notes

Flexible: +1 dexterity and may fit in small spaces. (-1 strength)

Bloody Mess: people die very messily and violently when nearby.

Skill Bonus: +2 circumstance bonus to Survival skill from having the class skill twice and tagging it

TRAITS	
Flexible	
Bloody Mess	

LANGUAGES					
	SPEAK	READ / WRITE			
Arabic	<input type="checkbox"/>	<input type="checkbox"/>	Japanese	<input type="checkbox"/>	<input type="checkbox"/>
Chinese	<input type="checkbox"/>	<input type="checkbox"/>	Slavic	<input type="checkbox"/>	<input type="checkbox"/>
English	<input type="checkbox"/>	<input type="checkbox"/>	Spanish	<input type="checkbox"/>	<input type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	Yes	No
German	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Italian	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

