

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	Mutant	RACE
Defensive	1	Mutant Defector	Technician		
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
20	+5		
16	+3		
18	+4		
14	+2		
7	-1		
7	-1		



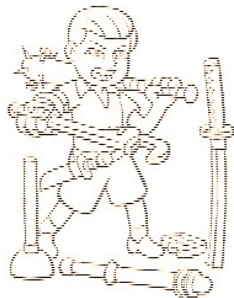
TOTAL	CURRENT
Hit Points	27
Massive Damage Threshold	18
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+3	3
Speed	30	

Remember
friends,
duck and
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	15	2	3			
Flat-Footed	12					
Touch	15					
Carry Weight	133					
Poison Resistance						
Radiation Resistance	400					
Healing Rate	10					
Karma Points	3					
Damage Reduction	3					



SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+5	1	+4	
Reflex (DEX)	+3	0	+3	
Will (WIS)	-1	0	-1	

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	5	0	5		
Grapple	9	0	5	4	
Ranged	3	0	3		
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Balance	DEX				
<input type="checkbox"/> Barter	CHA				
<input type="checkbox"/> Bluff	CHA				
<input checked="" type="checkbox"/> Climb	STR	6	5	1	
<input type="checkbox"/> Computer Use ■	INT				
<input type="checkbox"/> Concentration	CON				
<input type="checkbox"/> Craft (Chemical) ■	INT				
<input type="checkbox"/> Craft (Electronic) ■	INT				
<input checked="" type="checkbox"/> Craft (Mechanical) ■	INT	6	2	3	1
<input type="checkbox"/> Craft (Salvage)	INT				
<input checked="" type="checkbox"/> Craft (Structural)	INT	5	2	2	1
<input type="checkbox"/> Craft (Visual Art)	INT				
<input type="checkbox"/> Craft (Writing)	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 type="checkbox"/> Handle Animal ■	CHA				
<input checked="" type="checkbox"/> Hide	DEX*	4	3	1	
<input checked="" type="checkbox"/> Intimidate	CHA	-1	-2	1	
<input type="checkbox"/> Investigate ■	INT				
<input checked="" type="checkbox"/> Jump	STR*	6	5	1	
<input type="checkbox"/> Knowledge (Civics) ■	INT				
<input type="checkbox"/> Knowledge (Engineering) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Geography) ■	INT	3	2	1	
<input type="checkbox"/> Knowledge (History) ■	INT				
<input type="checkbox"/> Knowledge (Medicine) ■	INT				
<input type="checkbox"/> Knowledge (Nature) ■	INT				
<input type="checkbox"/> Knowledge (Occult) ■	INT				
<input type="checkbox"/> Knowledge (Science) ■	INT				
<input type="checkbox"/> Knowledge (Street)	INT				
<input checked="" type="checkbox"/> Knowledge (Tactics) ■	INT	3	2	1	
<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 checked="" type="checkbox"/> Listen	WIS	-1	-2	1	
<input type="checkbox"/> Move Silently	DEX*				
<input checked="" type="checkbox"/> Navigate	INT	3	2	1	
<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 checked="" type="checkbox"/> Repair ■	INT	6	2	3	1
<input type="checkbox"/> Research	INT				
<input type="checkbox"/> Ride	DEX				
<input checked="" type="checkbox"/> Search	INT	3	2	1	
<input checked="" type="checkbox"/> Sense Motive	WIS	-1	-2	1	
<input type="checkbox"/> Sleight of Hand ■	DEX				
<input checked="" type="checkbox"/> Spot	WIS	-1	-2	1	
<input checked="" type="checkbox"/> Survival	WIS	-1	-2	1	
<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.

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Sledge Hammer		+5		1d8+5		20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
—	12	Physical	L	one handed			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Throwing Knife		+4		1D4+5		20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
10	-	Physical	T	+1 ranged / -2melee			

WEAPON3		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Wrench		+5		1D6+5		20/ x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
	4	Physical	M	Improvised Tool			

AMMO2

ARMOR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
<div></div>		<div></div>		<div></div>		Yes	No
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES		
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COMPUTER

Notes

Skill Bonus: +1 circumstance bonus to Craft (mechanical), craft (structural), and repair for having the class skill and tagging them.

	SPEAK	READ / WRITE		SPEAK	READ / WRITE
Arabic			Japanese		
Chinese			Slavic		
English	yes	yes	Spanish		
French			Tribal	yes	yes
German					
Italian	yes	yes			

