

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE	
Defensive	1	Shelter Dweller	Doctor	Human	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
10	+0		
12	+1		
14	+2		
16	+3		
12	+1		
12	+1		



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 type="checkbox"/> Climb	STR				
<input checked="" type="checkbox"/> Computer Use ■	INT	5	3	2	
<input type="checkbox"/> Concentration	CON				
<input checked="" type="checkbox"/> Craft (Chemical) ■	INT	6	3	2	1
<input checked="" type="checkbox"/> Craft (Electronic) ■	INT				
<input checked="" type="checkbox"/> Craft (Mechanical) ■	INT				
<input checked="" type="checkbox"/> Craft (Salvage)	INT				
<input checked="" type="checkbox"/> Craft (Structural)	INT				
<input checked="" type="checkbox"/> Craft (Visual Art)	INT				
<input checked="" type="checkbox"/> Craft (Writing)	INT				
<input checked="" type="checkbox"/> Craft	INT				
<input checked="" type="checkbox"/> Craft	INT				
<input type="checkbox"/> Decipher Script ■	INT				
<input type="checkbox"/> Demolitions ■	INT				
<input checked="" type="checkbox"/> Diplomacy	CHA	3	1	2	
<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 type="checkbox"/> Hide	DEX*				
<input type="checkbox"/> Intimidate	CHA				
<input type="checkbox"/> Investigate ■	INT				
<input type="checkbox"/> Jump	STR*				
<input checked="" type="checkbox"/> Knowledge (Civics) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Engineering) ■	INT	6	3	2	1
<input checked="" type="checkbox"/> Knowledge (Geography) ■	INT				
<input checked="" type="checkbox"/> Knowledge (History) ■	INT	6	3	2	1
<input checked="" type="checkbox"/> Knowledge (Medicine) ■	INT	7	3	3	1
<input checked="" type="checkbox"/> Knowledge (Nature) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Occult) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Science) ■	INT	6	3	2	1
<input checked="" type="checkbox"/> Knowledge (Street)	INT				
<input checked="" type="checkbox"/> Knowledge (Tactics) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Technology) ■	INT	6	3	2	1
<input checked="" type="checkbox"/> Knowledge (Theology & Philosophy) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Underworld) ■	INT				
<input checked="" type="checkbox"/> Knowledge	INT				
<input checked="" type="checkbox"/> Knowledge	INT				
<input type="checkbox"/> Listen	WIS				
<input type="checkbox"/> Move Silently	DEX*				
<input type="checkbox"/> Navigate	INT				
<input checked="" type="checkbox"/> Perform (Acting)	CHA				
<input checked="" type="checkbox"/> Perform (Dance)	CHA				
<input checked="" type="checkbox"/> Perform (Music)	CHA				
<input checked="" 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	9	3	6	
<input checked="" type="checkbox"/> Research	INT	5	3	2	
<input type="checkbox"/> Ride	DEX				
<input type="checkbox"/> Search	INT				
<input checked="" type="checkbox"/> Sense Motive	WIS	7	1	6	
<input type="checkbox"/> Sleight of Hand ■	DEX				
<input type="checkbox"/> Spot	WIS				
<input type="checkbox"/> Survival	WIS				
<input type="checkbox"/> Swim	STR*				
<input checked="" type="checkbox"/> Treat Injury	WIS	10	1	6	3
<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 +1 = +1 +

Speed 30

Remember
friends,
duck and
cover!



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

Defense 13 = 10 + 2 + 1 +

Flat-Footed

12

Touch

13

Carry Weight

33

Poison Resistance

Radiation Resistance

Healing Rate

1

Karma Points

3

MAX K.P.

CURRENT K.P.

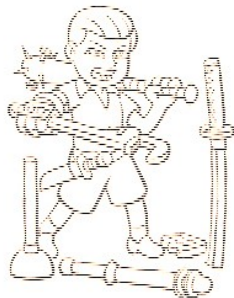
PHYSICAL D.R.

ENERGY D.R.

LASER / PLASMA D.R.

EXPLOSIVE D.R.

Damage Reduction



SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+2	+0	+2	
Reflex (DEX)	+3	+1	+2	
Will (WIS)	+1	+0	+1	

ATTACKS

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

WEAPON1		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Revolver DA .22		+0		2d4	20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
30	1	Physical	M	—	

WEAPON2		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

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

Exp:	
Copper Coins:	
Steel Coins:	72

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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TRAITS	
Book Smart	

LANGUAGES					
	SPEAK	READ / WRITE		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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Spanish	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	<input type="checkbox"/>	<input type="checkbox"/>
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"/>

