

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE	
Aggressive	1	Chi	Athlete	Human	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
17	+3		
14	+2		
12	+1		
10	+0		
10	+0		



SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> Balance	DEX	4	= 3	+ 1	+
<input checked="" type="checkbox"/> Barter	CHA	1	= 0	+ 1	+
<input type="checkbox"/> Bluff	CHA		=	+	+
<input checked="" type="checkbox"/> Climb	STR	2	= 1	+ 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 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	2	= 1	+ 1	+
<input type="checkbox"/> Diplomacy	CHA		=	+	+
<input type="checkbox"/> Disable Device ■	INT		=	+	+
<input type="checkbox"/> Disguise	CHA		=	+	+
<input type="checkbox"/> Drive	DEX		=	+	+
<input checked="" type="checkbox"/> Escape Artist	DEX*	4	= 3	+ 1	+
<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 type="checkbox"/> Intimidate	CHA		=	+	+
<input type="checkbox"/> Investigate ■	INT		=	+	+
<input checked="" type="checkbox"/> Jump	STR*	3	= 1	+ 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 type="checkbox"/> Knowledge (Nature) ■	INT		=	+	+
<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		=	+	+
<input checked="" type="checkbox"/> Move Silently	DEX*	4	= 3	+ 1	+
<input type="checkbox"/> Navigate	INT		=	+	+
<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 checked="" type="checkbox"/> Sleight of Hand ■	DEX	4	= 3	+ 1	+
<input type="checkbox"/> Spot	WIS		=	+	+
<input type="checkbox"/> Survival	WIS		=	+	+
<input type="checkbox"/> Swim	STR*		=	+	+
<input type="checkbox"/> Treat Injury	WIS		=	+	+
<input checked="" type="checkbox"/> Tumble ■	DEX*	8	= 3	+ 3	+ 2

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

TOTAL CURRENT

Hit Points 24

Massive Damage Threshold

14

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 14 = 10 + 1 + 3 +

Flat-Footed

11

Touch

14

Carry Weight

43

Poison Resistance

Radiation Resistance

Healing Rate

1

Karma Points

3

Damage Reduction

MAX K.P.

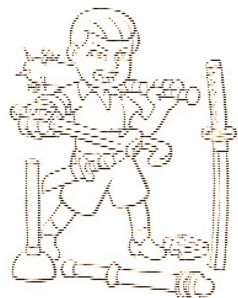
CURRENT K.P.

PHYSICAL D.R.

ENERGY D.R.

LASER / PLASMA D.R.

EXPLOSIVE D.R.



SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+2	= +0	+ +2	+
Reflex (DEX)	+5	= +2	+ +3	+
Will (WIS)	+1	= +0	+ +0	+

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	2	= +1	+ +1	+	+
Grapple	2	= +1	+ +1	+	+
Ranged	4	= +1	+ +3	+	+
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Karate		+4		1d6+1		20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
—	—	Physical	—	—			

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:	8

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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TALENTS

WITH

WOLF

Karate

[illegible]

Notes

Skill Bonus: +1 circumstance bonus to Jump skill from having the class skill twice. +2 circumstance bonus to Tumble skill from having the class skill thrice.

TRAITS
Physically Fit
Flexible

LANGUAGES

	SPEAK	READ / WRITE		SPEAK	READ / WRITE
Arabic	<input type="checkbox"/>	<input type="checkbox"/>	Japanese	<input type="checkbox"/> Yes	<input type="checkbox"/> Yes
Chinese	<input type="checkbox"/>	<input type="checkbox"/>	Slavic	<input type="checkbox"/>	<input type="checkbox"/>
English	<input type="checkbox"/> Yes	<input type="checkbox"/> Yes	Spanish	<input type="checkbox"/>	<input 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"/>

