

# EXODUS

## POST-APOLYPTIC COVERINGS

### CHARACTER SHEET

CHARACTER NAME

PLAYER NAME

AGE

GENDER

RACE

CLASS

LEVEL

BACKGROUND

OCCUPATION

HEIGHT

WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY 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 type="checkbox"/> Climb	STR				
<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 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 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 type="checkbox"/> Move Silently	DEX*				
<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 type="checkbox"/> Sleight of Hand ■	DEX				
<input type="checkbox"/> Spot	WIS				
<input type="checkbox"/> Survival	WIS				
<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

Massive Damage Threshold

Radiated

Condition Injury

TOTAL DEX MODIFIER MISC MODIFIER

Initiative

Speed

Remember  
friends,  
duck and  
cover!



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

Defense

Flat-Footed

Touch

Carry Weight

Poison Resistance

Radiation Resistance

Healing Rate

Karma Points

MAX K.P.

CURRENT K.P.

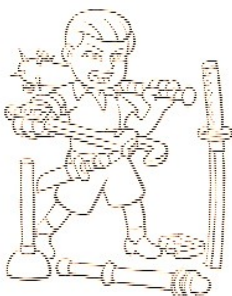
PHYSICAL D.R.

ENERGY D.R.

LASER / PLASMA D.R.

EXPLOSIVE D.R.

Damage Reduction



### SAVING THROWS

TOTAL BASE SAVE ABILITY MODIFIER MISC MODIFIER

Fortitude (CON)

Reflex (DEX)

Will (WIS)

### ATTACKS

TOTAL BASE ATTACK STR MODIFIER SIZE MODIFIER MISC MODIFIER

Melee

Grapple

Ranged

TOTAL BASE ATTACK DEX MODIFIER SIZE MODIFIER MISC MODIFIER

