

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Offensive	1	Techno Reaper	Doctor	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT
				WEIGHT

Ghul

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
12	+1		
14	+2		
20	+5		
14	+2		
9	-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	8	5	1	2
<input type="checkbox"/> Concentration	CON				
<input type="checkbox"/> Craft (Chemical) ■	INT				
<input checked="" type="checkbox"/> Craft (Electronic) ■	INT	6	5	1	
<input checked="" type="checkbox"/> Craft (Mechanical) ■	INT	11	5	5	1
<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 checked="" type="checkbox"/> Decipher Script ■	INT	6	5	1	
<input type="checkbox"/> Demolitions ■	INT				
<input type="checkbox"/> Diplomacy	CHA				
<input checked="" type="checkbox"/> Disable Device ■	INT	8	5	1	2
<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 checked="" type="checkbox"/> Knowledge (Medicine) ■	INT	6	5	1	
<input type="checkbox"/> Knowledge (Nature) ■	INT				
<input type="checkbox"/> Knowledge (Occult) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Science) ■	INT	6	5	1	
<input type="checkbox"/> Knowledge (Street)	INT				
<input type="checkbox"/> Knowledge (Tactics) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Technology) ■	INT	11	5	5	1
<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 checked="" type="checkbox"/> Repair ■	INT	18	5	5	8
<input type="checkbox"/> Research	INT				
<input type="checkbox"/> Ride	DEX				
<input checked="" type="checkbox"/> Search	INT	6	5	1	
<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 checked="" type="checkbox"/> Treat Injury	WIS	3	2	2	-1
<input type="checkbox"/> Tumble ■	DEX*				

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

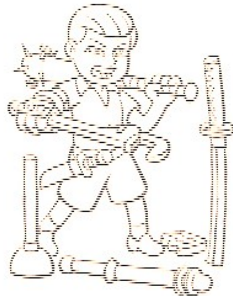
TOTAL	CURRENT
Hit Points	24
Massive Damage Threshold	14
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+1	1
Speed	20	

Remember
friends,
duck and
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	14	1	2	1		
Flat-Footed	12					
Touch	12					
Carry Weight	43					
Poison Resistance						
Radiation Resistance	N/A					
Healing Rate	2					
Karma Points	3					
Damage Reduction						



SAVING THROWS

TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+4	0	2
Reflex (DEX)	+3	2	1
Will (WIS)	+4	0	2

ATTACKS

TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	2	1	1	
Grapple	2	1	1	
Ranged	2	1	1	
TOTAL	BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

