

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Defensive	1	Survivalist	Scavenger	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT
				WEIGHT

Ghul

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
10	+0		
12	+1		
10	+0		
12	+1		
18	+4		
10	+0		



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				
<input type="checkbox"/> Computer Use ■	INT				
<input type="checkbox"/> Concentration	CON				
<input type="checkbox"/> Craft (Chemical) ■	INT				
<input type="checkbox"/> Craft (Electronic) ■	INT	5	1	3	1
<input type="checkbox"/> Craft (Mechanical) ■	INT	5	1	3	1
<input type="checkbox"/> Craft (Salvage)	INT				
<input checked="" type="checkbox"/> Craft (Structural)	INT	3	1	1	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 checked="" type="checkbox"/> Handle Animal ■	CHA				
<input checked="" type="checkbox"/> Hide	DEX*	4	1	2	1
<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 checked="" type="checkbox"/> Knowledge (Geography) ■	INT	3	1	1	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 type="checkbox"/> Knowledge (Tactics) ■	INT				
<input checked="" type="checkbox"/> Knowledge (Technology) ■	INT	5	1	3	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 checked="" type="checkbox"/> Navigate	INT	3	1	1	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 checked="" type="checkbox"/> Profession <u>Mechanic</u>	WIS	7	4	2	1
<input checked="" type="checkbox"/> Profession	WIS				
<input type="checkbox"/> Repair ■	INT	9	1	6	3
<input type="checkbox"/> Research	INT				
<input checked="" 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 checked="" type="checkbox"/> Survival	WIS	7	4	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.

TOTAL CURRENT
Hit Points 16

Massive Damage Threshold

13

Radiated Immune

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 13 = 10 + 2 + 1 +

Flat-Footed

12

Touch

13

Carry Weight

33

Poison Resistance

Radiation Resistance

Healing Rate

1

Karma Points

3

Damage Reduction

MAX K.P.

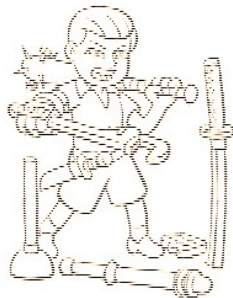
CURRENT K.P.

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	0	2
Reflex (DEX)	3	0	1	2
Will (WIS)	5	1	4	

ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	4	0	0		
Grapple	4	0	0		
Ranged	3	0	1		
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

