

# EXODUS

## CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Defensive	1	Beastmaster	Bison Herder	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT
				WEIGHT



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

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



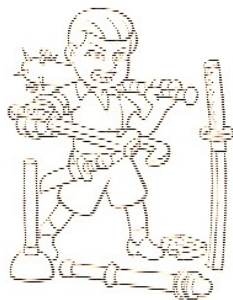
TOTAL	CURRENT
Hit Points	22
Massive Damage Threshold	16
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+0	0
Speed	30	

Remember  
friends,  
duck and  
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	12	2	0	0		
Flat-Footed	12					
Touch	12					
Carry Weight	76					
Poison Resistance						
Radiation Resistance						
Healing Rate	2					
Karma Points	3					
Damage Reduction	-	-	-	-		



### SAVING THROWS

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

### ATTACKS

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

### SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Balance	DEX				
<input checked="" 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				
<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"/> 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 checked="" type="checkbox"/> Drive	DEX	6	0	6	
<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	12	2	6	4
<input type="checkbox"/> Hide	DEX*				
<input type="checkbox"/> Intimidate	CHA				
<input type="checkbox"/> Investigate ■	INT				
<input checked="" 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 checked="" 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 checked="" type="checkbox"/> Profession Caravan Guard	WIS	6	0	6	
<input type="checkbox"/> Profession	WIS				
<input type="checkbox"/> Repair ■	INT				
<input type="checkbox"/> Research	INT				
<input checked="" type="checkbox"/> Ride	DEX	4	0	2	2
<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				
<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.

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Sling Shot		+0		1d3+3		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
15	0	Physical	Sm	—			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Cleaver		+3		1d6+3		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
	2	Physical	Sm				

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

Exp:	
Copper Coins:	14
Steel Coins:	5

ARMOR		TYPE		EQUIPMENT BONUS		PROFICIENT?	
						Yes	No
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES		

[illegible]

**TALENTS**

Unbreakable (Stamina)

[illegible]

*Notes*

**Large Body:** +1 Strength and Constitution (-2 Dexterity)

**Physically Fit:** +1 Strength and Constitution (-1 wisdom and intelligence)

**Skill Bonus:** +2 to Handle animal as it has been taken as a class skill twice and tagged

**Special:** Animal Empathy (EX)

TRAITS
Large Body
Physically Fit

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 type="checkbox"/>	<input type="checkbox"/>	Spanish	<input type="checkbox"/>	<input type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	yes	yes
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"/>

