

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE	
Aggressive	1	Gangster	Wiseguy	Human	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT

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

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



SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Balance	DEX				
<input checked="" type="checkbox"/> Barter	CHA	1		1	
<input checked="" type="checkbox"/> Bluff	CHA	1		1	
<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"/> Decipher Script ■	INT				
<input checked="" type="checkbox"/> Demolitions ■	INT	8	2	6	
<input type="checkbox"/> Diplomacy	CHA				
<input checked="" type="checkbox"/> Disable Device ■	INT	3	2	1	
<input checked="" type="checkbox"/> Disguise	CHA	1		1	
<input type="checkbox"/> Drive	DEX				
<input type="checkbox"/> Escape Artist	DEX*				
<input checked="" type="checkbox"/> Forgery	INT				
<input checked="" type="checkbox"/> Gamble	WIS				
<input checked="" type="checkbox"/> Gather Information	CHA	2		2	
<input type="checkbox"/> Handle Animal ■	CHA				
<input type="checkbox"/> Hide	DEX*				
<input checked="" 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 checked="" 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 checked="" type="checkbox"/> Knowledge (Underworld) ■	INT	3	2	1	
<input type="checkbox"/> Knowledge	INT				
<input type="checkbox"/> Knowledge	INT				
<input checked="" type="checkbox"/> Listen	WIS	2	1	1	
<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 checked="" type="checkbox"/> Sense Motive	WIS				
<input checked="" type="checkbox"/> Sleight of Hand ■	DEX				
<input checked="" type="checkbox"/> Spot	WIS	2	1	1	
<input type="checkbox"/> Survival	WIS				
<input type="checkbox"/> Swim	STR*				
<input type="checkbox"/> Treat Injury	WIS				
<input checked="" type="checkbox"/> Tumble ■	DEX*	3	2	1	

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

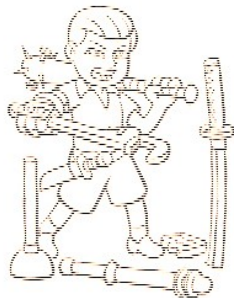
TOTAL	CURRENT
Hit Points	24
Massive Damage Threshold	14
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+2	+2
Speed	30	

Remember
friends,
duck and
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	13	= 10 +	1	+ 2		
Flat-Footed	11					
Touch	13					
Carry Weight	43					
Poison Resistance						
Radiation Resistance						
Healing Rate	1					
Karma Points	3					
Damage Reduction						



SAVING THROWS

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

ATTACKS

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

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
MAB P15 (9mm)		+4		2d6		20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
40	1	Physical	Sm	—			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

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

AMMO2

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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COMPUTER

Notes

One Hander: +1 attack bonus with one handed weapons, but suffer a -4 penalty to attacks with two handed weapons.

	SPEAK	READ / WRITE		SPEAK	READ / WRITE
Arabic			Japanese		
Chinese			Slavic		
English	Yes	Yes	Spanish		
French			Tribal	Yes	Yes
German					
Italian	Yes	Yes			

