

EXODUS

CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
Offensive	1	Cultist	Adventurer	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT
				WEIGHT

Human

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
16	+3		
12	+1		
16	+3		
12	+1		
12	+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 type="checkbox"/> Computer Use ■	INT				
<input type="checkbox"/> Concentration	CON				
<input checked="" type="checkbox"/> Craft (Chemical) ■	INT	5	3	2	
<input checked="" type="checkbox"/> Craft (Electronic) ■	INT				
<input checked="" type="checkbox"/> Craft (Mechanical) ■	INT				
<input checked="" type="checkbox"/> Craft (Salvage)	INT	5	3	2	
<input checked="" type="checkbox"/> Craft (Structural)	INT				
<input checked="" type="checkbox"/> Craft (Visual Art)	INT				
<input checked="" type="checkbox"/> Craft (Writing)	INT				
<input checked="" type="checkbox"/> Craft	INT				
<input checked="" type="checkbox"/> Craft	INT				
<input type="checkbox"/> Decipher Script ■	INT				
<input checked="" type="checkbox"/> Demolitions ■	INT	5	3	2	
<input type="checkbox"/> Diplomacy	CHA				
<input checked="" type="checkbox"/> Disable Device ■	INT	5	3	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 checked="" type="checkbox"/> Gather Information	CHA				
<input type="checkbox"/> Handle Animal ■	CHA				
<input type="checkbox"/> Hide	DEX*				
<input type="checkbox"/> Intimidate	CHA				
<input checked="" type="checkbox"/> Investigate ■	INT	5	3	2	
<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 checked="" type="checkbox"/> Knowledge (Occult) ■	INT	5	3	2	
<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 checked="" 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 checked="" type="checkbox"/> Perform (Acting)	CHA				
<input checked="" type="checkbox"/> Perform (Dance)	CHA				
<input checked="" type="checkbox"/> Perform (Music)	CHA				
<input checked="" type="checkbox"/> Perform (Oratory)	CHA				
<input type="checkbox"/> Pilot ■	DEX				
<input checked="" type="checkbox"/> Profession	WIS				
<input checked="" type="checkbox"/> Profession	WIS				
<input type="checkbox"/> Repair ■	INT				
<input type="checkbox"/> Research	INT				
<input type="checkbox"/> Ride	DEX				
<input checked="" type="checkbox"/> Search	INT	5	3	2	
<input type="checkbox"/> Sense Motive	WIS				
<input checked="" type="checkbox"/> Sleight of Hand ■	DEX	5	3	2	
<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.

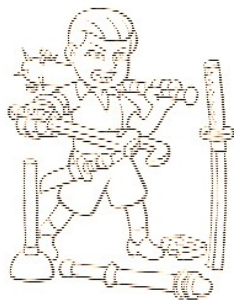
TOTAL	CURRENT
Hit Points	22
Massive Damage Threshold	12
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+3	3
Speed	30	

Remember
friends,
duck and
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	14	1	0	3		
Flat-Footed	11					
Touch	14					
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)	+3	2	1
Reflex (DEX)	+3	0	3
Will (WIS)	+1	0	1

ATTACKS

TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	2	1	1	
Grapple	2	1	1	
Ranged	4	1	3	
TOTAL	BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

WEAPON1		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Sling Shot		+4		1d3+1		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
15	0	Physical	Sm	—			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Wrench		+2		1d6+1		20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
	4	Physical	M				

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		

Personal Firearms Proficiency (Occupation)
Point Blank Shot (starting)
Simple Weapon Proficiency (Starting)
Precise Shot(1st Level)
Archaic Weapon Proficiency(Background)

Gunslinger(Gunslinger)

NEW YEAR

Skill Bonus: none

Gifted
Fast Shot

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