

EXODUS

CHARACTER SHEET

CHARACTER NAME

PLAYER NAME

AGE

GENDER

RACE

CLASS

LEVEL

HAIR

SKIN

EYES

HEIGHT

WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER



SKILLS

MAX RANKS /

KEY ABILITY	SKILL	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX			
Barter	CHA			
Bluff	CHA			
Climb	STR			
Computer Use	INT			
Concentration	CON			
Craft (Chemical)	INT			
Craft (Electronic)	INT			
Craft (Mechanical)	INT			
Craft (Pharmaceutical)	INT			
Craft (Structural)	INT			
Craft (Visual Art)	INT			
Craft (Writing)	INT			
Craft	INT			
Decipher Script	INT			
Demolitions	INT			
Diplomacy	CHA			
Disable Device	INT			
Disguise	CHA			
Drive	DEX			
Escape Artist	DEX			
Forgery	INT			
Gamble	WIS			
Gather Information	CHA			
Handle Animal	CHA			
Hide	DEX			
Intimidate	CHA			
Investigate	INT			
Jump	STR			
Knowledge (Civics)	INT			
Knowledge (Engineering)	INT			
Knowledge (Geography)	INT			
Knowledge (History)	INT			
Knowledge (Medicine)	INT			
Knowledge (Nature)	INT			
Knowledge (Occult)	INT			
Knowledge (Street)	INT			
Knowledge (Tactics)	INT			
Knowledge (Technology)	INT			
Knowledge (Theology & Philosophy)	INT			
Knowledge (Underworld)	INT			
Knowledge	INT			
Knowledge	INT			
Listen	WIS			
Move Silently	DEX			
Navigate	INT			
Perform (Acting)	CHA			
Perform (Dance)	CHA			
Perform (Music)	CHA			
Perform (Oratory)	CHA			
Pilot	DEX			
Profession	WIS			
Profession	WIS			
Profession	WIS			
Repair	INT			
Research	INT			
Ride	DEX			
Search	INT			
Sense Motive	WIS			
Sleight of Hand	DEX			
Spot	WIS			
Survival	WIS			
Swim	STR			
Treat Injury	WIS			
Tumble	DEX			

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

TOTAL	CURRENT HP
Hit Points	
Poisoned	
Radiated	
Eye Damage	
Crippled Right Arm	
Crippled Left Arm	
Crippled Right Leg	
Crippled Left Leg	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative		
Speed		

Remember
friends,
duck and
cover!



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



SAVING THROWS

TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)			
Reflex (DEX)			
Will (WIS)			

ATTACKS

TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee				
Ranged				
TOTAL				

