

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.

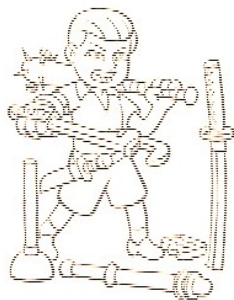
TOTAL	CURRENT
Hit Points	22
Massive Damage Threshold	12
Radiated	
Condition Injury	

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	10	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		

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REPUTATION

HELP! HELP!

Notes

Gifted: +1 to all ability scores (half skill points)

Fast Shot: gain 1 additional attack at highest BAB when using the full attack option (-4 to confirm criticals)

Skill Bonus: none

TRAITS

Gifted

Fast Shot

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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Spanish	<input type="checkbox"/>	<input type="checkbox"/>
French	<input type="checkbox"/>	<input type="checkbox"/>	Tribal	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
German	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>

