

# EXODUS

## CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE	
Defensive	1	Feral Child	Ranger	Human	
CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT

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

ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
12	+1		
18	+4		
14	+2		
10	0		
13	+1		
7	-2		



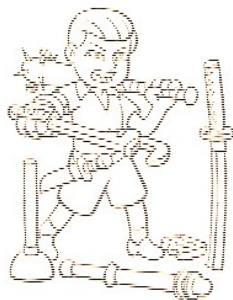
TOTAL	CURRENT
Hit Points	20
Massive Damage Threshold	14
Radiated	
Condition Injury	

TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+4	4
Speed	30	

Remember  
friends,  
duck and  
cover!



TOTAL	CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	16	2	0	4		
Flat-Footed	12					
Touch	16					
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)	+4	2	2	
Reflex (DEX)	+5	1	4	
Will (WIS)	+1	0	1	

### ATTACKS

	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
Melee	1	0	1		
Grapple	1	0	1		
Ranged	4	0	4		
TOTAL		BASE ATTACK	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER

### SKILLS

MAX RANKS /

CLASS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> Balance	DEX	5	4	1	
<input type="checkbox"/> Barter	CHA				
<input type="checkbox"/> Bluff	CHA				
<input checked="" type="checkbox"/> Climb	STR	2	1	1	x
<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 type="checkbox"/> Drive	DEX				
<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	2	-2	4	
<input type="checkbox"/> Hide	DEX*				
<input type="checkbox"/> Intimidate	CHA				
<input type="checkbox"/> Investigate ■	INT				
<input checked="" type="checkbox"/> Jump	STR*	2	1	1	
<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	2	0	2	
<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	2	1	1	
<input type="checkbox"/> Move Silently	DEX*				
<input checked="" type="checkbox"/> Navigate	INT	4	1	1	2
<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 type="checkbox"/> Sense Motive	WIS				
<input type="checkbox"/> Sleight of Hand ■	DEX				
<input checked="" type="checkbox"/> Spot	WIS	2	1	1	
<input checked="" type="checkbox"/> Survival	WIS	15	1	6	8
<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		+4		1d3+1		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
15	0	Physical	Sm	—			

WEAPON2		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Knife		+1		1d4+1		19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
10	1	physical	T				

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**

Survival (skilled hunter)

[illegible]

*Notes*

**Flexible:** +1 dexterity and may fit in small spaces. (-1 strength)

**Bloody Mess:** people die very messily and violently when nearby.

**Skill Bonus:** +2 circumstance bonus to Survival skill from having the class skill twice and tagging it

TRAITS
Flexible
Bloody Mess

LANGUAGES		SPEAK		READ / WRITE	
Arabic	<input type="checkbox"/>	<input type="checkbox"/>			
Chinese	<input type="checkbox"/>	<input type="checkbox"/>			
English	<input type="checkbox"/>	<input type="checkbox"/>			
French	<input type="checkbox"/>	<input type="checkbox"/>			
German	<input type="checkbox"/>	<input type="checkbox"/>			
Italian	<input type="checkbox"/>	<input type="checkbox"/>			
Japanese	<input type="checkbox"/>	<input type="checkbox"/>			
Slavic	<input type="checkbox"/>	<input type="checkbox"/>			
Spanish	<input type="checkbox"/>	<input type="checkbox"/>			
Tribal	<input type="checkbox"/>	<input type="checkbox"/>	Yes	No	

