

EXODUS

CHARACTER SHEET

| | | | | |
|----------------|-------------|---------------|------------|--------|
| CHARACTER NAME | PLAYER NAME | AGE | GENDER | RACE |
| Offensive | 1 | Techno Reaper | Doctor | |
| CLASS | LEVEL | BACKGROUND | OCCUPATION | HEIGHT |
| | | | | WEIGHT |

Ghul

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

| ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|---------------|------------------|-----------------|--------------------|
| 12 | +1 | | |
| 12 | +1 | | |
| 14 | +2 | | |
| 20 | +5 | | |
| 14 | +2 | | |
| 9 | -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 checked="" type="checkbox"/> Computer Use ■ | INT | 8 | 5 | 1 | 2 |
| <input type="checkbox"/> Concentration | CON | | | | |
| <input type="checkbox"/> Craft (Chemical) ■ | INT | | | | |
| <input checked="" type="checkbox"/> Craft (Electronic) ■ | INT | 6 | 5 | 1 | |
| <input checked="" type="checkbox"/> Craft (Mechanical) ■ | INT | 11 | 5 | 5 | 1 |
| <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 checked="" type="checkbox"/> Decipher Script ■ | INT | 6 | 5 | 1 | |
| <input type="checkbox"/> Demolitions ■ | INT | | | | |
| <input type="checkbox"/> Diplomacy | CHA | | | | |
| <input checked="" type="checkbox"/> Disable Device ■ | INT | 8 | 5 | 1 | 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 type="checkbox"/> Gather Information | CHA | | | | |
| <input type="checkbox"/> Handle Animal ■ | CHA | | | | |
| <input type="checkbox"/> Hide | DEX* | | | | |
| <input 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 checked="" type="checkbox"/> Knowledge (Medicine) ■ | INT | 6 | 5 | 1 | |
| <input type="checkbox"/> Knowledge (Nature) ■ | INT | | | | |
| <input type="checkbox"/> Knowledge (Occult) ■ | INT | | | | |
| <input checked="" type="checkbox"/> Knowledge (Science) ■ | INT | 6 | 5 | 1 | |
| <input type="checkbox"/> Knowledge (Street) | INT | | | | |
| <input type="checkbox"/> Knowledge (Tactics) ■ | INT | | | | |
| <input checked="" type="checkbox"/> Knowledge (Technology) ■ | INT | 11 | 5 | 5 | 1 |
| <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 | | | | |
| <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 checked="" type="checkbox"/> Repair ■ | INT | 18 | 5 | 5 | 8 |
| <input type="checkbox"/> Research | INT | | | | |
| <input type="checkbox"/> Ride | DEX | | | | |
| <input checked="" type="checkbox"/> Search | INT | 6 | 5 | 1 | |
| <input type="checkbox"/> Sense Motive | WIS | | | | |
| <input type="checkbox"/> Sleight of Hand ■ | DEX | | | | |
| <input type="checkbox"/> Spot | WIS | | | | |
| <input type="checkbox"/> Survival | WIS | | | | |
| <input type="checkbox"/> Swim | STR* | | | | |
| <input checked="" type="checkbox"/> Treat Injury | WIS | 3 | 2 | 2 | -1 |
| <input type="checkbox"/> Tumble ■ | DEX* | | | | |

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 +1 = 1

Speed 20

Remember
friends,
duck and
cover!



TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

Defense 14 = 10 + 1 + 2 + 1 +

Flat-Footed

12

Touch

12

Carry Weight

43

Poison Resistance

Radiation Resistance

N/A

Healing Rate

2

Karma Points

3

MAX K.P. CURRENT K.P.

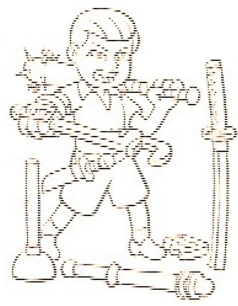
PHYSICAL D.R.

ENERGY D.R.

LASER / PLASMA D.R.

EXPLOSIVE D.R.

Damage Reduction



SAVING THROWS

TOTAL BASE SAVE ABILITY MODIFIER MISC MODIFIER

Fortitude (CON) +4 = 0 + 2 + 2

Reflex (DEX) +3 = 2 + 1 +

Will (WIS) +4 = 0 + 2 + 2

ATTACKS

TOTAL BASE ATTACK STR MODIFIER SIZE MODIFIER MISC MODIFIER

Melee 2 = 1 + 1 +

Grapple 2 = 1 + 1 +

Ranged 2 = 1 + 1 +

TOTAL BASE ATTACK DEX MODIFIER SIZE MODIFIER MISC MODIFIER

