

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	MODIFIER	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				
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

Base Attack Bonus				
	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER
Melee				
Ranged				
	TOTAL	BASE ATTACK	DEX MODIFIER	SIZE MODIFIER

