

# EXODUS

## POST-APOCALYPTIC ROLEPLAYING SURVIVOR'S GUIDE UPDATE

## ABILITY SCORES

### Strength

This is how strong you are. Strength determines your attack accuracy in grapples, melee, and unarmed combat, and it determines the amount of bonus damage you deal with a successful melee or unarmed strike. Strength also determines your load capacity, the amount of weight you can carry with you before becoming encumbered.

### Dexterity

This is how agile and quick you are. Dexterity determines your attack accuracy in ranged combat. Dexterity also determines your natural defense through quickness and dodging blast-effect attacks.

### Constitution

This is your health and stamina. Constitution determines whether you have better or poorer health and the threshold of pain that you can endure. Constitution affects your survival chances against chemical use, wasteland diseases, and poisons.

### Intelligence

This is how big your brain is and measures your level of smarts. Intelligence determines the bonus amount of skill points (if any) earned at each level of advancement.

### Wisdom

This is your perception and reasoning, the sense of knowing right from wrong and common sense. Wisdom determines your power of deduction and overall willpower against charms and chemical withdrawal.

### Charisma

This is your attitude and charm. Charisma determines your appearance (inside and outside), likeability to others, and your influence over them.

Ability Score			
Score	Modifier	Score	Modifier
0*	—	15	+2
		16	+3
1	−5	17	+3
2	−5	18	+4
3	−4	19	+4
4	−3	20	+5
5	−3	21	+5
6	−2	22	+6
7	−2	23	+6
8	−1	24	+7
9	−1	25	+7
10	0	26	+8
11	0	27	+8
12	+1	28	+9
13	+1	29	+9
14	+2	30	+10

\* If any Ability Score except Constitution reaches 0, the character is incapacitated, unconscious, and considered helpless. If the character's Constitution score reaches 0, the character is dead.

## Ability Score Generation

Ability Score generation varies by the selected method, as presented below. An Overseer will approve the best method of generation for his Exodus campaign.

### Method 1: Classic RPG

The Classic method of generating Ability Scores in an OGL setting is by rolling 3d6 and adding the total result to a score of the player's choice. Continue to roll 3d6 until each of the 6 Ability Scores is assigned a number. Add any modifiers to the Ability Scores from Race or Traits after all Scores are placed.

### Method 2: Classic Plus

The Classic Plus method of generating Ability Scores mimics the Classic method by rolling 3d6 and adding the total result to a score of the player's choice. Continue to roll 3d6 until each of the 6 Ability Scores is assigned a number. Then, take one of the Ability Scores (usually the lowest) and re-roll the result, taking either the new or the old result. Add any modifiers to the Ability Scores from Race or Traits after all Scores are placed.

### Method 3: Power Classic

The Power Classic method of generating Ability Scores mimics the Classic method also; however, the player rolls 4d6 taking the best 3 dice and assigning the total result to a score of the player's choice. Continue to roll 4d6, taking the best 3 dice, until each of the 6 Ability Scores is assigned a number. Add any modifiers to the Ability Scores from Race or Traits after all Scores are placed.

### Method 4: Point-Buy

The Point-Buy method of generating Ability Scores allows the player to pick his Ability Scores based on a set number of points on the adjoining sidebar. Each of the character's Ability Scores starts at a base of 8 and can be adjusted up or down using the point-buy method to spend or gain points. Exodus uses a base of 28 points for player characters to buy Ability Scores, but this number can be adjusted by the Overseer to make less (25 points) or more (32 points) powerful characters. Add any modifiers to the Ability Scores from Race or Traits after all Ability Scores are placed. No Ability Score can be less than 4 after modifiers are added. If a modifier results in a score of less than 4, the player must buy up the score before the modifier is added to generate at least a final score of 4 in that Ability.

Point Cost	Ability Score	Point Cost	Ability Score
-4	5	5	13
-2	6	6	14
-1	7	8	15
0	8	10	16
1	9	13	17
2	10	16	18
3	11	20	19
4	12	24	20

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## EXPERIENCE

Experience (EXP) is what gauges a character's overall power. All characters start at 0 experience (level 1) and must learn life lessons through experiencing the world. Experience is earned through a variety of life lessons from Combat, Role-Playing, and Situational Encounters, as well as bonuses for Story Completion. Each type of encounter handles EXP differently. Combat Experience is detailed in the Exodus Bestiary while the other forms of Experience are detailed in the Overseers Guide (Winter 2009).

All character races require a goal number (as denoted on the experience table below) to obtain the next level of experience. Once a character achieves the required amount of experience the player updates his character to that level of achievement. The player may advance his current character class level by one, or add another base class or advance class at its lowest class level to his Experience Level. Characters with multiple class levels may select what class to advance in level upon meeting this goal, and they only gain the numeric adjustments and abilities from that class level. See Multi-Class in Chapter 1, Section 3 of the Exodus Survivor's Guide.

Experience Table						
EXP Level	Humans	Bio-Mutants	Dregs/Ghuls	Symbiotic Mutants	Trans-Genetic Mutants	Acquired Ability
1	0	0	0	0	0	Feat Talent
2	1000	1200	1300	1150	1500	—
3	3000	3600	3900	3450	4500	Feat
4	6000	7200	7800	6900	9000	Stat Increase +1
5	10000	12000	13000	11500	15000	Talent
6	15000	18000	19500	17250	22500	Feat
7	21000	25200	27300	24150	31500	—
8	28000	33600	36400	32200	42000	Stat Increase +1
9	36000	42200	46800	41400	54000	Feat
10	45000	54000	58500	51750	67500	Talent
11	55000	66000	71500	63250	82500	—
12	66000	79200	85800	75900	99000	Stat Increase +1 Feat
13	78000	93600	101400	89700	117000	—
14	91000	109200	118300	104650	136500	—
15	105000	126000	136500	120750	157500	Feat Talent
16	120000	144000	156000	138000	180000	Stat Increase +1
17	136000	163200	176800	156400	204000	—
18	153000	183600	198900	175950	229500	Feat
19	171000	205200	222300	196650	256500	—
20	190000	228000	247000	218500	285000	Stat Increase +1 Talent

## Acquired Abilities

At certain levels of Experience, a character gains an acquired ability that enhances the character's overall abilities. Acquired abilities are broken up into three field as denoted below:

### Feat

A character gains an acquired feat at first level and every level divisible by 3 thereafter. The character may select any feat that he meets the requirements for.

### Stat Increase

A character gains a +1 Ability Point statistic increase at every level divisible by 4. This is a bonus increase and does not count toward any ability generation or character build. The character may add the +1 Stat Increase to any Ability Score of his choosing.

### Talent

A character gains an acquired talent at first level and every level divisible by 5. The character may select any talent that he meets the requirements for.

