EXODUS
POST-APOCALYPTIC ROLEPLAYING
CHARACTER SHEET

CHARACTER NAME	PLAYER NAME	AGE	GENDER	RACE
				Human

CLASS	LEVEL	BACKGROUND	OCCUPATION	HEIGHT	WEIGHT
Defensive	1	City Slicker	Dilettante		

ABILITY

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR -	10	0		
DEX -	12	+1		
CON -	12	+1		
INT -	12	+1		
WIS -	12	+1		
CHA -	18	+4		
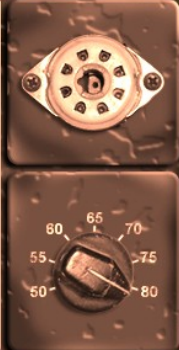
	TOTAL	CURRENT
Hit Points	18	
Massive Damage Threshold	12	
Radiated		
Condition Injury		

	TOTAL	DEX MODIFIER	MISC MODIFIER
Initiative	+1 =	1 +	
Speed	30		

Remember friends, duck and cover!
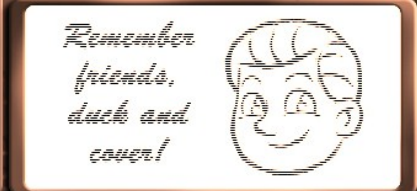
	TOTAL		CLASS BONUS	EQUIPMENT BONUS	DEX MODIFIER	SIZE MODIFIER	MISC BONUS	ARMOR PENALTY
Defense	13	=10 +	2 +	0 +	1 +	X +	X	X
Flat-Footed	12							
Touch	13							
Carry Weight	33							
Poison Resistance								
Radiation Resistance								
Healing Rate	1							

	MAX K.P.	CURRENT K.P.
Karma Points	3	

	PHYSICAL D.R.	ENERGY D.R.	LASER / PLASMA D.R.	EXPLOSIVE D.R.
Damage Reduction	-	-	-	-
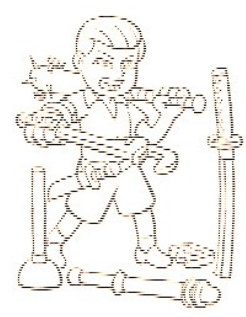
SAVING THROWS

	TOTAL		BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
Fortitude (CON)	+3	=	2 +	1 +	
Reflex (DEX)	+2	=	1 +	1 +	
Will (WIS)	+1	=	0 +	1 +	

ATTACKS

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

SKILLS

MAX RANKS /

CLASS		KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
	Balance	DEX		=		+		+	
X	Barter	CHA	9	=	4	+	4	+	1
X	Bluff	CHA	9	=	4	+	4	+	1
	Climb	STR		=		+		+	
	Computer Use ■	INT		=		+		+	
	Concentration	CON		=		+		+	
X	Craft (Chemical) ■	INT		=		+		+	
X	Craft (Electronic) ■	INT		=		+		+	
X	Craft (Mechanical) ■	INT		=		+		+	
X	Craft (Salvage)	INT		=		+		+	
X	Craft (Structural)	INT		=		+		+	
X	Craft (Visual Art)	INT		=		+		+	
X	Craft (Writing)	INT		=		+		+	
X	Craft _____	INT		=		+		+	
X	Craft _____	INT		=		+		+	
	Decipher Script ■	INT		=		+		+	
	Demolitions ■	INT		=		+		+	
X	Diplomacy	CHA	11	=	4	+	4	+	3
	Disable Device ■	INT		=		+		+	
	Disguise	CHA		=		+		+	
	Drive	DEX		=		+		+	
	Escape Artist	DEX*		=		+		+	
	Forgery	INT		=		+		+	
	Gamble	WIS		=		+		+	
T	Gather Information	CHA	12	=	4	+	4	+	4
	Handle Animal ■	CHA		=		+		+	
	Hide	DEX*		=		+		+	
	Intimidate	CHA		=		+		+	
	Investigate ■	INT		=		+		+	
	Jump	STR*		=		+		+	
X	Knowledge (Civics) ■	INT		=		+		+	
	Knowledge (Engineering) ■	INT		=		+		+	
	Knowledge (Geography) ■	INT		=		+		+	
	Knowledge (History) ■	INT		=		+		+	
	Knowledge (Medicine) ■	INT		=		+		+	
	Knowledge (Nature) ■	INT		=		+		+	
	Knowledge (Occult) ■	INT		=		+		+	
	Knowledge (Science) ■	INT		=		+		+	
X	Knowledge (Street) ■	INT		=		+		+	
	Knowledge (Tactics) ■	INT		=		+		+	
	Knowledge (Technology) ■	INT		=		+		+	
	Knowledge (Theology & Philosophy) ■	INT		=		+		+	
X	Knowledge (Underworld) ■	INT		=		+		+	
	Knowledge _____	INT		=		+		+	
	Knowledge _____	INT		=		+		+	
	Listen	WIS		=		+		+	
	Move Silently	DEX*		=		+		+	
	Navigate	INT		=		+		+	
X	Perform (Acting)	CHA		=		+		+	
X	Perform (Dance)	CHA		=		+		+	
X	Perform (Music)	CHA		=		+		+	
X	Perform (Oratory)	CHA		=		+		+	
	Pilot ■	DEX		=		+		+	
X	Profession _____	WIS		=		+		+	
X	Profession _____	WIS		=		+		+	
	Repair ■	INT		=		+		+	
	Research	INT		=		+		+	
	Ride	DEX		=		+		+	
	Search	INT		=		+		+	
T	Sense Motive	WIS	6	=	1	+	4	+	1
T	Sleight of Hand ■	DEX	6	=	1	+	4	+	1
	Spot	WIS		=		+		+	
	Survival	WIS		=		+		+	
	Swim	STR*		=		+		+	
	Treat Injury	WIS		=		+		+	
	Tumble ■	DEX*		=		+		+	

Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.

ITEM1	WT.	ITEM2	WT.
Revolver DA .22	1	Healing Salve (heals 1d3+2 HP)	1
Water Skin	2	Switchblade	—
Water Skin	2	Flat Bread	.5
Wine Cooler	.5	Wine Cooler	.5
		TOTAL WEIGHT CARRIED	

WEAPON1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Revolver DA .22	+1	2d4	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
30	1	Physical	Sm	—

WEAPON2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Switchblade	+0	1d4	19-20

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10	–	Physical	T	

WEAPON3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMO1

.22 (30 rounds)

AMMO2

Exp:

Copper Coins:

Steel Coins: 170

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?
			Yes ☐ No ☐

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

FEATS / LUCK / STATUS

Simple Weapon Proficiency (starting)
Harmless (Starting)
Trustworthy

TALENTS / DATA / MEDS

Charm

REPUTATION / KILL TOTAL

+5% fame to one Reputation Category

COMPUTER

Notes

Beautiful: +1 Charisma and +3% fame to a single faction (envy and target)

Extreme Personality: +1 Charisma (double infamy)

Skill Bonus: +1 circumstance bonus to Gather information skill from having the class skill and tagging it.

TRAITS

Beautiful
Extreme Personality

LANGUAGES

	SPEAK	READ / WRITE		SPEAK	READ / WRITE
Arabic			Japanese		
Chinese			Slavic		
English	yes	yes	Spanish		
French			Tribal	yes	yes
German					
Italian					