SAVAGE WORLDS

Fast! Furious! Fun! Character Sheet

Player Name: _____ Date Created: _____

CHARACTER PROFILE

Name: _____

Concept: _____

Setting: _____

Rank: _____ Experience Points: _____

PHYSICAL DESCRIPTION

Race: _____ Height: _____

Skin Tone: _____ Weight: _____

Hair Color: _____ Handedness: _____

Eye Color: _____ Body Quirks: _____

ATTRIBUTES

	d4	d6	d8	d10	d12
Agility:	●	○	○	○	○
Smarts:	●	○	○	○	○
Spirit:	●	○	○	○	○
Strength:	●	○	○	○	○
Vigor:	●	○	○	○	○

DERIVED STATISTICS

	BASE	MODIFIER
Pace: (6" AVERAGE)		
Parry: (2+HALF FIGHTING)		
Toughness: (2+HALF VIGOR)		
Charisma: (0+EDGES/HINDRANCE)		

CHARACTER HEALTH

Wounds! -1 ○ -2 ○ -3 ○ → Inc! ← -2 ○ -1 ○ Fatigue!

Permanent Injuries: _____

Shaken: Damage more than Toughness. Half Pace move. Roll Spirit to recover.
Wound: Every raise causes a wound.
Knockout Blow: More than 3 wounds. Incapacitated. Consult table on p. 70.
Bonus Damage: A raise on an Attack Roll adds +1d6 to damage.

EDGES

Name	Modifiers

HINDRANCES

Name	Modifiers

POSSESSIONS

Item	Location	Weight

WEIGHT LIMIT: _____ PENALTY: _____ WEIGHT CARRIED: _____

SKILLS

____ Arcane:	____ Investigation [SMARTS]	____ Stealth [AGILITY]
____ Boating [AGILITY]	____ Knowledge: [SMARTS]	____ Streetwise [SMARTS]
____ Climbing [STRENGTH]	____ Lockpicking [AGILITY]	____ Survival [SMARTS]
____ Driving [AGILITY]	____ Notice [SMARTS]	____ Swimming [AGILITY]
____ Fighting [AGILITY]	____ Persuasion [SPIRIT]	____ Taunt [SMARTS]
____ Gambling [SMARTS]	____ Piloting [AGILITY]	____ Throwing [AGILITY]
____ Guts [SPIRIT]	____ Repair [SMARTS]	____ Tracking [SMARTS]
____ Healing [SMARTS]	____ Riding [AGILITY]	____ _____
____ Intimidation [SPIRIT]	____ Shooting [AGILITY]	____ _____

ARCANE POWERS

Power	Drain	Range	Effect	Duration

WARGEAR

Weapon	Range	ROF	Damage	Weight

Armor	Area Protected	Protection	Weight