Savage Worlds Character Creation Checklist

Characteristic Points
You have 5 points to spend

Agility +_____
Smarts +_____
Spirit +_____
Strength +_____
Vigor +_____

Skill Points
You have 15 points to spend

Boating +_____
Climbing +_____
Driving +_____
Fighting +_____
Gambling +_____
Guts +_____
Healing +_____
Intimidation +_____
Investigation +_____
Knowledge
_____ +_____
_____ +_____
_____ +_____
Lockpicking +_____
Notice +_____
Persuasion +_____
Piloting +_____
Repair +_____
Shooting +_____
Stealth +_____
Streetwise +_____
Survival +_____
Swimming +_____
Taunt +_____
Throwing +_____
Tracking +_____
_____ +_____
_____ +_____
_____ +_____
_____ +_____
_____ +_____
_____ +_____

NOTES

Hindrances
You may choose one Major (2 points) and two Minor (1 point) hindrances.

Hindrance	Level	Points

Total Points _____

For two points you can:
* *Raise an attribute one die type.*
* *Choose an Edge*

For one point you can:
* *Gain another skill point*
* *Gain additional money equal to your starting funds.*

Choice made	Points Used

Leveling
* *Gain a new Edge*
* *Add a new skill at d4*
* *Increase a skill, equal to or greater than linked attribute*
* *Increase 2 skills, less than it's linked attribute*
* *Increase one attribute, once per Rank*

XP/Rank	Choice made
5 - Novice	
10 - Novice	
15 - Novice	
20 - Seasoned	
25 - Seasoned	
30 - Seasoned	
35 - Seasoned	
40 - Veteran	
45 - Veteran	
50 - Veteran	
55 - Veteran	
60 - Heroic	
65 - Heroic	
70 - Heroic	
75 - Heroic	
80 - Legend	
90 - Legend	
100 - Legend	
110 - Legend	
120 - Legend	
130 - Legend	

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