

HERO
Charky

SAVAGE WORLDS

SETTING: Clone Wars SPECIES: Trandoshan RANK: Novice TOTAL XP: _____

AGE: 7 GENDER: Male HEIGHT: 3' 4" WEIGHT: 35 lbs EYES: Yellow HAIR: None SKIN: Brown scales

CHARACTER RECORD SHEET

ATTRIBUTES

AGILITY: 4 6 8 10 12+
 SMARTS: 4 6 8 10 12+
 SPIRIT: 4 6 8 10 12+
 STRENGTH: 4 6 8 10 12+
 VIGOR: 4 6 8 10 12+

SKILLS

Knowledge (lightsabers): 4 6 8 10 12+
 Repair: 4 6 8 10 12+
 Pilot: 4 6 8 10 12+
 Fighting: 4 6 8 10 12+
 Knowledge (electronics): 4 6 8 10 12+

PACE: 6 [6"]

PARRY: 5 [2+HALF FIGHTING]

TOUGHNESS: 5 [2+HALF VIGOR]

CHARISMA: 0 [0]

TAINT: 0

0 no effects
 1 +2 to all Force Use rolls when calling on the dark side
 2 +2 to all Force Use rolls when calling on the dark side
 -2 to all Force rolls when not calling on the dark side
 3 character becomes a Darksider

WOUNDS

FATIGUE

PERMANENT INJURIES:

HINDERANCES

Young (Major): start with an extra Benny
 Vow: Jedi (minor): must follow Jedi Code
 Cautious: never makes rash decisions and likes to plan out everything

FORCE POWERS

POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT
POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT
POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT
POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT

EDGES

Scaly Hide: +1 to Toughness
 Infravision: can see heat signatures and infrared
 Force Attuned: sense good or bad feelings about situations
 Luck: start with an extra Benny
 Scavenger: may have needed gadget or piece of equipment

 Languages: Basic, Binary, Dosh, Mando'a, Shyriiwook

WEAPON	RANGE	ROF	DAMAGE	
Lightsaber (blue)	-	-	2d6	
AMMO	LOCATION	WEIGHT	TYPE	NOTES
-	Belt	1	-	AP 4

WEAPON	RANGE	ROF	DAMAGE	
AMMO	LOCATION	WEIGHT	TYPE	NOTES

ARMOR	TYPE	TN	AREA
ARMOR	TYPE	TN	AREA

GEAR

ITEM: _____ WT: _____

 TOTAL WEIGHT: _____ 0
 WEIGHT LIMIT: _____
 PENALTY: _____

FORCE POINT COUNTER

○ ○ ○ ○ ○ 5 ○ ○ ○ ○ ○ 10 ○ ○ ○ ○ ○ 15 ○ ○ ○ ○ ○ 20
 ○ ○ ○ ○ ○ 5 ○ ○ ○ ○ ○ 10 ○ ○ ○ ○ ○ 15 ○ ○ ○ ○ ○ 20

Charky

Trandoshan Jedi youngling

An orphan of the first battles of the Clone Wars, Charky was one of a number of orphans a dastardly Twi'lek smuggler tried to sell into slavery. When the Jedi rescued the orphans many of them were relocated to new families. The Jedi discovered Charky to be Force-sensitive and enrolled him in the Jedi academy. While he hasn't mastered his fine use of the Force, Charky is very smart and has a knack for machines and computers.



Jedi Code

Jedi are the guardians of peace in the galaxy.

Jedi use their powers to defend and protect, never to attack others.

Jedi respect all life, in any form.

Jedi serve others, rather than rule over them, for the good of the galaxy.

Jedi seek to improve themselves through knowledge and training

© 2013 MEGA Gaming