

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: <small>(6" AVERAGE)</small>	<input type="text"/>	<input type="text"/>
Parry: <small>(2 + HALF FIGHTING)</small>	<input type="text"/>	<input type="text"/>
Toughness: <small>(2 + HALF VIGOR)</small>	<input type="text"/>	<input type="text"/>
Charisma: <small>(0 + EDGES/HINDRANCE)</small>	<input type="text"/>	<input type="text"/>

CHARACTER HEALTH

Wounds! $\xrightarrow{-1 \quad -2 \quad -3}$ **Inc!** $\xleftarrow{-2 \quad -1}$ 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
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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]	_____ _____

HINDRANCES

Name	Modifiers
_____	_____
_____	_____
_____	_____
_____	_____

ARCANE POWERS

Power	Drain	Range	Effect	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

POSSESSIONS

Item	Location	Weight
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WARGEAR

Weapon	Range	ROF	Damage	Weight
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armor	Area Protected	Protection	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEIGHT LIMIT: _____ PENALTY: _____ WEIGHT CARRIED: _____