

# 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! ● (-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

## 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

WEIGHT LIMIT: \_\_\_\_\_ PENALTY: \_\_\_\_\_ WEIGHT CARRIED: \_\_\_\_\_

## WARGEAR

Weapon	Range	ROF	Damage	Weight

Armor	Area Protected	Protection	Weight