SAVAGE WORLDS

Fast! Furious! Fun! Character Sheet

Player Name: _____ Date Created: _____

CHARACTER PROFILE

Name: Lagarto de Truenos del Rey

Concept: Wandering Luchadore Hero

Setting: Tyrannosaurus Tex

Rank: Novice Experience Points: 0

PHYSICAL DESCRIPTION

Race: Human Height: 6' 4"

Skin Tone: Caramel Weight: 245 lbs

Hair Color: ? Handedness: Right

Eye Color: Green Body Quirks: Constantly flexing

ATTRIBUTES

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

DERIVED STATISTICS

	BASE	MODIFIER
Pace: (6" AVERAGE)	6	
Parry: (2+HALF FIGHTING)	8	
Toughness: (2+HALF VIGOR)	6	
Charisma: (0+EDGES/HINDRANCE)	0	

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
Sweep	
Martial Artist	
Brawler	

HINDRANCES

Name	Modifiers
Heroic (major)	
Quirk: wears costume and mask	
(minor)	
All Thumbs (minor)	

POSSESSIONS

Item	Location	Weight
Mysterious Mask		
Skin-tight unitard		
Oversized Sombrero		

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]
d12 Fighting [AGILITY]	____ Persuasion [SPIRIT]	d6 Taunt [SMARTS]
____ Gambling [SMARTS]	____ Piloting [AGILITY]	____ Throwing [AGILITY]
____ Guts [SPIRIT]	____ Repair [SMARTS]	____ Tracking [SMARTS]
____ Healing [SMARTS]	____ Riding [AGILITY]	____ _____
d6 Intimidation [SPIRIT]	____ Shooting [AGILITY]	____ _____

ARCANE POWERS

Power	Drain	Range	Effect	Duration

WARGEAR

Weapon	Range	ROF	Damage	Weight
Cobra lariat	-	1	-	3
(Parry -1, Reach +2)				
"Unarmed" attack	-	1	d8+d4+2	-

Armor	Area Protected	Protection	Weight