

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

WARGEAR

Weapon	Range	ROF	Damage	Weight

Armor	Area Protected	Protection	Weight

WEIGHT LIMIT: _____ PENALTY: _____ WEIGHT CARRIED: _____