

SAVAGE WORLDS

NAME: _____

RACE: _____

PLAYER: _____

CONCEPT: _____

CAMPAIGN: _____

DESCRIPTION: _____

AGILITY

▲ 4 6 8 10 12

- Boating ▲□◇△◇
- Driving ▲□◇△◇
- Fighting ▲□◇△◇
- Lockpicking ▲□◇△◇
- Piloting ▲□◇△◇
- Riding ▲□◇△◇
- Shooting ▲□◇△◇
- Stealth ▲□◇△◇
- Swimming ▲□◇△◇
- Throwing ▲□◇△◇
- _____ ▲□◇△◇

SMARTS

▲ 4 6 8 10 12

- Gambling ▲□◇△◇
- Healing ▲□◇△◇
- Investigation ▲□◇△◇
- Notice ▲□◇△◇
- Repair ▲□◇△◇
- Streetwise ▲□◇△◇
- Survival ▲□◇△◇
- Taunt ▲□◇△◇
- Tracking ▲□◇△◇
- _____ ▲□◇△◇
- _____ ▲□◇△◇

SPIRIT

▲ 4 6 8 10 12

- Intimidation ▲□◇△◇
- Persuasion ▲□◇△◇
- _____ ▲□◇△◇
- _____ ▲□◇△◇
- _____ ▲□◇△◇
- _____ ▲□◇△◇

STRENGTH

▲ 4 6 8 10 12

- Climbing ▲□◇△◇
- _____ ▲□◇△◇

VIGOR

▲ 4 6 8 10 12

▶ Starting: Attributes 5; Skills 15

BENNIES

□

NORMAL: 3

USE A BENNY FOR:

- ▶ **Roll** any Trait test
- ▶ Recover from **Shaken**
- ▶ Roll to **Soak** wounds

CHARISMA

□

NORMAL: 0

PACE

□ — □

NORMAL: 6

RUNNING

NORMAL: 06

HINDRANCES

▶ Starting: at most 1 major and 2 minor

EDGES/POWERS

▶ Starting: choose an Edge for 2 Hindrance points + racial abilities

EXPERIENCE

NOVICE:

- ○ ○ ○ ● 5: _____
- ○ ○ ○ ● 10: _____
- ○ ○ ○ ● 15: _____

SEASONED:

- ○ ○ ○ ● 20: _____
- ○ ○ ○ ● 25: _____
- ○ ○ ○ ● 30: _____
- ○ ○ ○ ● 35: _____

VETERAN:

- ○ ○ ○ ● 40: _____
- ○ ○ ○ ● 45: _____
- ○ ○ ○ ● 50: _____
- ○ ○ ○ ● 55: _____

HEROIC:

- ○ ○ ○ ● 60: _____
- ○ ○ ○ ● 65: _____
- ○ ○ ○ ● 70: _____
- ○ ○ ○ ● 75: _____

LEGENDARY:

- ○ ○ ○ ● 80: _____
- ○ ○ ○ ● 90: _____
- ○ ○ ○ ● 100: _____

EQUIPMENT

WEIGHT CARRIED □

WEIGHT LIMIT STRENGTH X5 □

NOTES

WEAPONS

WEAPON	□	□	NOTES
	DAMAGE	RANGE	
WEAPON	□	□	NOTES
	DAMAGE	RANGE	
WEAPON	□	□	NOTES
	DAMAGE	RANGE	

PARRY

NATURAL □ SHIELD □ WEAPON □ TOTAL □

2 + ½ FIGHTING

TOUGHNESS

SHIELD □ NATURAL □ ARMOUR □ TOTAL □

(RANGED ONLY) 2 + ½ VIGOR TORSO

HEAD □ ARMS □ LEGS □

WOUNDS



FATIGUE