

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:

- ▶▶ Reroll 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 LIMIT** □

STRENGTH X5

□ — **WEIGHT CARRIED** □

WEAPONS

_____ □ □ _____

WEAPON DAMAGE RANGE NOTES

_____ □ □ _____

WEAPON DAMAGE RANGE NOTES

_____ □ □ _____

WEAPON DAMAGE RANGE NOTES

PARRY

NATURAL SHIELD WEAPON TOTAL

□ — □ — □ — □

2 + ½ FIGHTING

TOUGHNESS

SHIELD NATURAL ARMOUR TOTAL

□ — □ — □ — □

(RANGED ONLY) 2 + ½ VIGOR TORSO

□ — □ — □ — □

HEAD ARMS LEGS

WOUNDS

○ -1

↓

○ -2

↓

○ -3

↓

☠

↑

○ -2

↑

○ -1

FATIGUE

RAISE CALCULATOR

- 1, 5, 9, 13, 17, 21, 25, 29, 33, 37, 41
- 2, 6, 10, 14, 18, 22, 26, 30, 34, 38, 42
- 3, 7, 11, 15, 19, 23, 27, 31, 35, 39, 43
- 4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44

How to use: find the Target Number. For each number to the right the result surpasses, get 1 raise (ex: roll 14 on TN 4. Got 2 raises)