

SAVAGE WORLDS

NAME: _____

RACE: _____

PLAYER: _____

BACKGROUND: _____

CAMPAIGN: _____

CONCEPT: _____

AGILITY



- Athletics $\triangle \square \diamond \triangle \square$
- Fighting $\triangle \square \diamond \triangle \square$
- Lockpicking $\triangle \square \diamond \triangle \square$
- Piloting $\triangle \square \diamond \triangle \square$
- Riding $\triangle \square \diamond \triangle \square$
- Shooting $\triangle \square \diamond \triangle \square$
- Stealth $\triangle \square \diamond \triangle \square$
- _____ $\triangle \square \diamond \triangle \square$

SMARTS



- Healing $\triangle \square \diamond \triangle \square$
- Investigation $\triangle \square \diamond \triangle \square$
- Knowledge $\triangle \square \diamond \triangle \square$
- Notice $\triangle \square \diamond \triangle \square$
- Repair $\triangle \square \diamond \triangle \square$
- Streetwise $\triangle \square \diamond \triangle \square$
- Survival $\triangle \square \diamond \triangle \square$
- _____ $\triangle \square \diamond \triangle \square$

SPIRIT



- Bluffing $\triangle \square \diamond \triangle \square$
- Empathy $\triangle \square \diamond \triangle \square$
- Persuasion $\triangle \square \diamond \triangle \square$
- _____ $\triangle \square \diamond \triangle \square$

STRENGTH



VIGOR



▶ 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: D6

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

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)

WEAPONS

_____	<input type="text"/>	<input type="text"/>	_____
<small>WEAPON</small>	<small>DAMAGE</small>	<small>RANGE</small>	<small>NOTES</small>
_____	<input type="text"/>	<input type="text"/>	_____
<small>WEAPON</small>	<small>DAMAGE</small>	<small>RANGE</small>	<small>NOTES</small>
_____	<input type="text"/>	<input type="text"/>	_____
<small>WEAPON</small>	<small>DAMAGE</small>	<small>RANGE</small>	<small>NOTES</small>

PARRY

NATURAL

SHIELD

WEAPON

TOTAL

$2 + \frac{1}{2}$ FIGHTING

TOUGHNESS

SHIELD

NATURAL

ARMOUR

TOTAL

(RANGED ONLY) $2 + \frac{1}{2}$ VIGOR TORSO

HEAD

ARMS

LEGS

WOUNDS



FATIGUE