Savage Worlds

Fast! Furious! Fun! Character Sheet

Player Name	Date Created

Character Profile

Name:

Concept:

Setting:

Rank:

Experience Points:

Attributes

	D4	D6	D8	D10	D12	
Agility:	●	○	○	○	○	+
Smarts:	●	○	○	○	○	+
Spirit:	●	○	○	○	○	+
Strength:	●	○	○	○	○	+
Vigor:	●	○	○	○	○	+

Derived Statistics

Pace: 6
Your base walking speed in a combat round. You may run (add a d6) by taking a –2 penalty on any other action.

Parry: 2
What "they" need to hit you in combat. Your Parry is equal to half your Fighting die type +2, plus any Edges or Hindrances that modify it.

Toughness: 4
The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type +2 or minus armor and any Edges or Hindrances that modify it.

Charisma: +0
Your appearance. Manner and general likeability. It's a +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Edges

Name	Modifier

Hindrances

Name	Modifier

Wargear

Weapon	Range	ROF	Damage	Weight

Armor	Area	Protection	Weight

Skills

- **Arcane:**
- **Boating** (Agility)
- **Climbing** (Strength)
- **Driving** (Agility)
- **Fighting** (Agility)
- **Gambling** (Smarts)
- **Guts** (Spirit)
- **Healing** (Smarts)
- **Intimidation** (Spirit)
- **Investigation** (Smarts)
- **Lockpicking** (Agility)
- **Notice** (Smarts)
- **Persuasion** (Spirit)
- **Piloting** (Agility)
- **Repair** (Smarts)
- **Riding** (Agility)
- **Shooting** (Agility)
- **Stealth** (Agility)
- **Streetwise** (Smarts)
- **Survival** (Smarts)
- **Swimming** (Agility)
- **Taunt** (Smarts)
- **Throwing** (Agility)
- **Tracking** (Smarts)

Physical Description

Gender	Skin Tone
Height	**Weight**
Hair	**Eye Color**
Handedness	**Body Quirks**

Character Health

Wounds!

Shaken: Damage more than Toughness. Half Pace move. Roll Spirit to recover.

Wound: You take a Wound when the damage dealt to your hero surpasses your Toughness by a Raise. Every Raise causes another Wound. Wound penalties are applied to all Trait rolls.

Soak Roll: You may attempt to not take this damage, by making a Soak Roll (spending a benny and roll your Vigor.) Success removes one wound. Each Raise removes one additional wound.

-1 -2 -3

Incapacitated! Make Vigor roll to determine the results of being Incapacitated.

Fatigue!

Fatigue: Heat, cold, hunger, thirst, lack of sleep and drowning are all sources of Fatigue.

-2 -1`

Healing: Healing attempts require 10 mins of work and must be make within the Golden Hour of receiving the wound. Otherwise you make a Natural Healing roll (Vigor) to recover.

Permanent Injuries: _____

_____

_____

Aim +2 Shooting/Throwing if character does not move **Defend** +2 Parry; character may take no other actions **Disarm** –2 attack; defender must make a STR roll vs the damage or drop his weapon **Double Tap/Triple Round Burst** +1 attack and damage/+2 attack and damage **The Drop** +4 attack and damage **Finishing Move** Instant kill to helpless foe with lethal weapon **Full Defense** No movement or other actions to replace Parry with Fighting roll **Ganging Up** +1 per additional attacker; maximum of +4 **Grapple** Opposed STR roll to grapple; raise causes shaken **Nonlethal Damage** Wounded charactrers are knocked out instead **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be shaken; those who roll a 1 are hit for normal damage **Two Weapons –**2 attack; additional –2 for off-hand if not Ambidextrous **Unarmed Defender** Armed attackers gain +2 Fighting **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action **Withdrawal from Close Combat** Adjacent foes each get one free attack at retreating character

Gear

Item	Location	Weight

Item	Location	Weight

Encumbrance: 5 X STR = 0 | 10 X STR = -1 | 15 X STR = -2 | 20 X STR = -3

Wealth:

Weight Carried:

Debt:

Powers

Total Power Points Available:

Power	Drain	Range	Duration	Effect/Damage

Notes

This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at www.peginc.com. *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this

©2010 Das Spiel Unker