

SAVAGE WORLDS

CHARACTER SHEET BY VOIDSTATE
 FEEDBACK WELCOME
 EMAIL ME: RPG@VOIDSTATE.COM

AGILITY

▲ 4 6 8 10 12+ +

- BOATING
- DRIVING
- FIGHTING
- PILOTING
- RIDING
- SHOOTING
- STEALTH
- SWIMMING
- THROWING

SMARTS

▲ 4 6 8 10 12+ +

- GAMBLING
- HEALING
- INVESTIGATION
- KN
- KN
- KN
- LOCKPICKING
- NOTICE
- REPAIR
- STREETWISE
- SURVIVAL
- TAUNT
- TRACKING

SPIRIT

▲ 4 6 8 10 12+ +

- GUTS
- INTIMIDATION
- PERSUASION

STRENGTH

▲ 4 6 8 10 12+ +

- CLIMBING

VIGOUR

▲ 4 6 8 10 12+ +

-

LANGUAGES

-

STARRING:

NON-VISIBLE

CONCEPT:

RACE/CULTURE:

PERSONALITY:

FEATURES:

CLOTHING:

QUOTE: " " "

PORTRAIT/SYMBOL

HINDRANCES

STARTING EDGES

DERIVED ATTRIBUTES

- BENNIES PACE + ▲ (RUN)
- CHARISMA COMMON KNOWLEDGE MODIFIER
- PARRY (HALF FIGHTING + 2) TOUGHNESS (HALF VIGOUR + 2) ARMOUR (TOUGHNESS + CHEST ARMOUR)

ARMOUR

PROT WT

DAMAGE

COVERS: _____

FATIGUE

-1 > -2 > X

COVERS: _____

WOUNDS

-1 > -2 > -3 > X

COVERS: _____

PERMANENT INJURIES

SHIELD CLOSE/RANGED WT

ATTACKS

	RANGE	ROF	SHOTS	DMG	WT
Unarmed	/ /			Str	
	/ /				
	/ /				
	/ /				

COMBAT NOTES

GEAR

WT

WT

TOTAL WEIGHT CARRIED: _____

ENCUMBRANCE

- 0 (STR X 5)
- 1 (STR X 10)
- 2 (STR X 15)
- 3 (STR X 20)
- JUST... A FEW STEPS (STR X 25)

AMMO/ 0000★0000★0000★0000★0000★0000★

PP 0000★0000★0000★0000★0000★0000★

MONEY

ADVANCES

- 0000 5
- 0000 10
- 0000 15
- 0000 20
- 0000 25
- 0000 30
- 0000 35
- 0000 40
- 0000 45
- 0000 50
- 0000 55
- 0000 60
- 0000 65
- 0000 70
- 0000 75
- 0000 80
- 0000 90
- 0000 100
- 0000 110
- 0000 120

ADVANCE RANK & ADVANCE

or be Shaken: those who roll 1 take damage | **Test of Will** Roll Taunt vs. Smarts or Intimidate vs. Spirit; on a success, gain +2 to next action against defender; on a Raise, defender is also Shaken; situation should modify both characters' rolls | **Trick** Describe trick then roll opposed Agility or Smarts roll; on a success, defender suffers -2 to Parry until their next action; on a Raise, they are also Shaken | **Two Weapons** -2 attack; additional -2 off-hand if not ambidextrous | **Unarmed Defender** Armed attacks get +2 Fighting | **Wild Attack** First describe maneuver; then gains +2 Fighting, +2 damage and -2 parry until next action | **Withdrawing** Adjacent foes each get one free attack at the retreating character

maximum of +4 | **Grapple** Non-damaging Fighting roll to begin grapple; raise causes Shaken; on subsequent rounds, make an opposed Str or Agility roll to damage or escape (on a Raise when escaping, defender may escape and act normally) | **Innocent Bystanders** Each miss that comes up 1 on the Shooting dice hits random, non-adjacent target; Full-attack weapons and shotguns hit bystanders on a 1 or 2 | **Nonlethal Damage** Incapacitation cannot kill characters | **Prono** Lying down gives attackers -2 Shooting; may rise automatically if attacked in melee; otherwise defender suffers -2 Parry and Fighting | **Suppressive Fire** On a successful Shooting roll, targets within Medium Burst template must make a Spirit roll

Automatic Fire -2 Shooting; roll dice equal to RoF plus Wild Dice | **Aim** +2 Shooting/Vital; Throwing if character does not move | **Called Shots** Lumb -2; may disarm; Head or Vitals (-4; +4 damage); Small Target (-4); Tiny Target (-6) | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make Str roll vs. the damage or drop weapon | **Double Tap/Three Round Burst** +1/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Firing into Melee** See Innocent Bystanders | **Full Defense** Replace Parry with Fighting roll (never less than Parry); no movement allowed; can multi-action | **Gangling Up** +1 per additional attacker;