

SAVAGE WORLDS

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

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: _____

NISIVIRILID

CONCEPT: _____
RACE/CULTURE: _____ REALM: _____ YR: _____
PERSONALITY: _____
FEATURES: _____
CLOTHING: _____
QUOTE: " _____ "

DERIVED ATTRIBUTES

BENNIES PACE + (RUN)
 CHARISMA COMMON KNOWLEDGE MODIFIER
 PARRY (HALF FIGHTING + 2) TOUGHNESS (HALF VIGOUR + 2) ARMOUR (TOUGHNESS + CHEST ARMOUR)
 PULSE RECOVERY vs. SHAKEN SOAK BONUS

ARMOUR PROT WT

COVERS: _____
COVERS: _____
COVERS: _____

DAMAGE

FATIGUE
-1 > -2 > -3 > X
WOUNDS
-1 > -2 > -3 > X
PERMANENT INJURIES

SHIELD CLOSE/RANGED WT

/

ATTACKS

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

MISC. BONUSES/COMBAT NOTES

GEAR

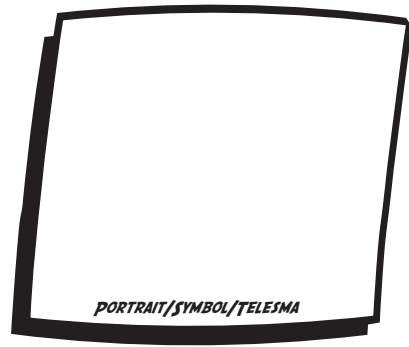
	WT	WT
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

TOTAL WEIGHT CARRIED: _____

ENCUMBRANCE

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

PULSE (10 + 5/RANK) 00000 0000N 0000S
0000V 0000H 0000L 0000D



PORTRAIT/SYMBOL/TELESMA

HINDRANCES

STARTING EDGES

ADVANCES

00000 5
00000 10
00000 15
0000S 20
00000 25
00000 30
00000 35
0000V 40
00000 45
00000 50
00000 55
0000H 60
00000 65
00000 70
00000 75
0000L 80
00000 90
00000 100
00000 110
00000D 120
00000 130
00000 140
00000 150
00000 160
00000 170
00000 180

MONEY

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 either Shaken or gains +1 Fatigue which cannot incapacitate; 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 for 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

Automatic Fire -2 Shooting; roll dice equal to RoF plus Wild Dice | **Aim** +2 Shooting/Throwing if character does not move | **Called Shots** Lmb (-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; 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-auto weapons and shotguns hit bystanders on a 1 or 2 | **Nonlethal Damage** Incapacitation cannot kill characters | **Prone** 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 or be Shaken; those who roll 1 take