

SAVAGE WORLDS

Agility ^d ^{Mod}

Boating	d	<input type="checkbox"/>
Driving	d	<input type="checkbox"/>
Fighting	d	<input type="checkbox"/>
Lockpicking	d	<input type="checkbox"/>
Piloting	d	<input type="checkbox"/>
Riding	d	<input type="checkbox"/>
Shooting	d	<input type="checkbox"/>
Stealth	d	<input type="checkbox"/>
Swimming	d	<input type="checkbox"/>
Throwing	d	<input type="checkbox"/>

Smarts ^d

Gambling	d	<input type="checkbox"/>
Healing	d	<input type="checkbox"/>
Investigation	d	<input type="checkbox"/>
Notice	d	<input type="checkbox"/>
Repair	d	<input type="checkbox"/>
Streetwise	d	<input type="checkbox"/>
Survival	d	<input type="checkbox"/>
Taunt	d	<input type="checkbox"/>
Tracking	d	<input type="checkbox"/>
Kn. COMMON	d	<input type="checkbox"/> Smarts
Kn.	d	<input type="checkbox"/>
Kn.	d	<input type="checkbox"/>
Kn.	d	<input type="checkbox"/>

Spirit ^d

Intimidation	d	<input type="checkbox"/>
Persuasion	d	<input type="checkbox"/>

Strength ^d

Climbing	d	<input type="checkbox"/>
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Vigor ^d

	d	<input type="checkbox"/>
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Name

Race/Culture _____

Personality _____

Features _____

Clothing _____

Quote _____

Languages _____

Notes _____

_____ Charisma _____ Pace+ _____ Run

_____ Parry _____ () Toughness

(Half Fighting+2) (Half Vigor +2; + AR from Chest)

Armor _____ AR _____

Covers _____ WT _____

Armor _____ AR _____

Covers _____ WT _____

Gear

_____ WT _____

_____ WT _____

_____ WT _____

_____ WT _____

_____ WT _____

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_____ WT _____

_____ WT _____

_____ WT _____

Encumbrance (Str* _____) _____ WT _____

Weapons	Range	Damage	AP	Rof	Ammo	Str	Notes

Powers	PP	Range	Duration	Effect



Automatic Fire -2 Shooting; roll dice equal to RoF plus Wild Dice | **Aim** +2 Shooting/Throwing if character does not move | **Called Shots** Limb (-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** Make a Fighting roll at +2 and it replaces your Parry (minimum of Parry); no movement allowed; can multi-action | **Ganging 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,-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 | **Push** Opposed Str. roll. Bash: Push the target 1" per success and raise on the Strength roll; Shield Bash: As bash plus Str damage, +1 for small, +2 for medium, +3 for large shield; Knock Prone: Defender knocked prone | **Rapid Attack** 3 Fighting attacks at -4; or up to 6 shots from Semi-Auto or Revolver at -4 penalty to each die; -2 Parry | **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 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 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

Hindrances

Starting Edges

Advances

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○○○○○	30
○○○○○	35
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○○○○○	50
○○○○○	55
○○○○○	60 H
○○○○○	65
○○○○○	70
○○○○○	75
○○○○○	80 L