SAVAGE WORLDS FAN PRODUCT

Character Profile

Name	
Concept	
Player	

Attributes

AGILITY	4	6	8	10	12
SMARTS	4	6	8	10	12
SPIRIT	4	6	8	10	12
STRENGTH	4	6	8	10	12
VIGOR	4	6	8	10	12

Skills

Skill	Attr					
Boating	AGI	4	6	8	10	12
Climbing	STR	4	6	8	10	12
Driving	AGI	4	6	8	10	12
Fighting	AGI	4	6	8	10	12
Gambling	SMT	4	6	8	10	12
Guts	SPI	4	6	8	10	12
Healing	SMT	4	6	8	10	12
Intimidation	SPI	4	6	8	10	12
Investigation	SMT	4	6	8	10	12
Lockpicking	AGI	4	6	8	10	12
Notice	SMT	4	6	8	10	12
Persuasion	SMT	4	6	8	10	12
Piloting	AGI	4	6	8	10	12
Repair	SMT	4	6	8	10	12
Riding	AGI	4	6	8	10	12
Shooting	AGI	4	6	8	10	12
Stealth	AGI	4	6	8	10	12
Streetwise	SMT	4	6	8	10	12
Survival	SMT	4	6	8	10	12
Swimming	AGI	4	6	8	10	12
Taunt	SMT	4	6	8	10	12
Throwing	AGI	4	6	8	10	12
Tracking	SMT	4	6	8	10	12
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		4	6	8	10	12

Hindrances

Name	Effect/Modifiers

Character Portrait
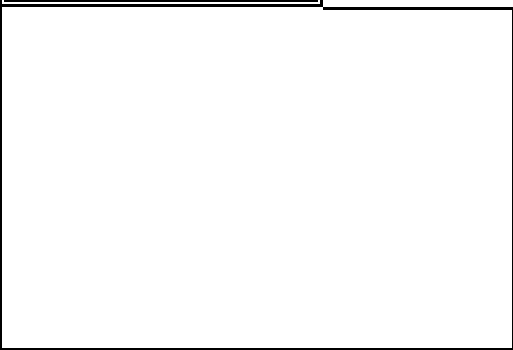
Health Status

Wounds	□ -1	□ -2	□ -3	Incapacitated
Fatigue		□ -1	□ -2	

Other Stats

Pace		Size		Bennies	

Defenses

vs Called Shots

Parry	Toughness	Head	Arms	Legs

Armor/ Protective Gear	Area Covered	Armor Value	Weight

Parry = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges)
Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges)
Armor = The best layer of armor per location adds full value to Toughness of that location.
Second best layer adds half value to that location.

Weapons

Weapon	Range	ROF	AP	Damage	Wt

Powers

Power	PP	Range	Dur	Effect/Trappings

Physical Description

Race:	Height:	Weight:	Age:

Appearance:

Extra Info

Currency

Cash	Other Valuables

Possessions

Item	Location	Weight

Edges & Advancements

Power

	Name	Effect
	Novice	
	Seasoned	
	Veteran	
	Heroic	
	Legendary	

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Adventure Notes