

SAVAGE WORLDS CHARACTER SHEET

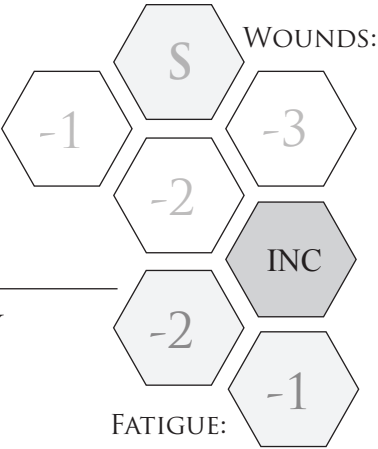
NAME: _____
RACE: _____
RANK: _____ XP: _____
ORIGIN: _____

ATTRIBUTES: _____ CHARISMA: _____

D	AGILITY
D	SMARTS
D	SPIRITS
D	STRENGTH
D	VIGOR

COMBAT STATS:

MOD
PARRY



MOD
TOUGHNESS

PACE:

SKILLS:

D		
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WEAPON: RANGE: DMG: NOTES:

ARMOR: PROT: AREAS:

	H	T	A	L
	H	T	A	L
	H	T	A	L

EDGES:

GEAR:

HINDRANCES:

POWERS:

WEALTH:

WEIGHT:

LIMIT:

PENALTY:

AMMO/POWER:

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NOTES:

ATTACK	PENALTY
AIM	+2 SHOOTING/THROWING IF CHARACTER DOES NOT MOVE
AREA EFFECT ATTACKS	TARGETS UNDER TEMPLATE SUFFER DAMAGE, TREAT COVER AS ARMOR; MISSED ATTACK ROLLS CAUSE 1D6" DEVIATION FOR THROWN WEAPONS, 1D10" FOR LAUNCHED WEAPONS; X1 FOR SHORT, X2 FOR MEDIUM, X3 FOR LONG
AUTOFIRE	SEE RULES
BREAKING THINGS	SEE OBSTACLE TOUGHNESS TABLE; PARRY 2; NO BONUS DAMAGE OR ACES
CALLED SHOTS	LIMB -2; HEAD -4, +4 DAMAGE, SMALL TARGET -4; TINY TARGET -6
COVER	LIGHT -1; MEDIUM -2; HEAVY -4
DARKNESS	DIM -1; DARK -2, TARGETS ARE NOT VISIBLE BEYOND 10"
PITCH DARKNESS	TARGETS MUST BE DETECTED TO BE ATTACKED AT -4
DEFEND	+2 PARRY; CHARACTER MAY TAKE NO OTHER ACTIONS
DISARM	-2 ATTACK; DEFENDER MAKES STR ROLL VS. DAMAGE OR DROPS WEAPON
DOUBLE TAP	+1 ATTACK AND DAMAGE/+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	FIGHTING ROLL REPLACES PARRY IF HIGHER
GANGING UP	+1 FIGHTING PER ADDITIONAL ATTACKER; MAXIMUM OF +4
GRAPPLING	FIGHTING ROLL TO GRAPPLE. RAISE=OPPONENT SHAKEN; DEFENDER MAKES OPPOSED STRENGTH OR AGILITY TO BREAK FREE (ANY OTHER ACTION MADE AT -4); ATTACKER CAN MAKE OPPOSED STR OR AGILITY TO CAUSE DAMAGE
INNOC. BYSTANDERS	MISSED SHOOTING OR THROWING ROLL OF 1 (2 WITH SHOTGUNS OR AUTOFIRE) HITS RANDOM ADJACENT TARGET
NONLETHAL DAMAGE	CHARACTERS ARE KNOCKED OUT INSTEAD OF POTENTIALLY KILLED WHEN INCAPACITATED
OBSTACLES	IF ATTACK HITS BY THE CONCEALMENT PENALTY, THE OBSTACLE ACTS AS ARMOR
PRONE	AS MEDIUM COVER; PRONE DEFENDERS ARE -2 FIGHTING, -2 PARRY
RANGED WEAPONS	
IN CLOSE COMBAT	PISTOLS ONLY; TARGET NUMBER IS DEFENDER'S PARRY
SUPPRESSIVE FIRE	WITH SUCCESSFUL SHOOTING ROLL, TARGETS IN MED BURST TEMPLATE MAKE A SPIRIT ROLL OR BE SHAKEN; ROLL OF 1 ARE HIT FOR NORMAL DAMAGE
TOUCH ATTACK	+2 FIGHTING
TRICK	DESCRIBE ACTION; MAKE OPPOSED AGILITY OR SMARTS ROLL; OPPONENT IS -2 PARRY UNTIL NEXT ACTION; WITH A RAISE, FOE IS -2 PARRY AND SHAKEN
TWO WEAPONS	-2 ATTACK; ADDITIONAL -2 FOR OFF-HAND IF NOT AMBIDEXTROUS
UNARMED DEFENDER	ARMED ATTACKERS GAIN +2 FIGHTING
UNSTABLE PLATFORM	-2 SHOOTING FROM A MOVING VEHICLE OR ANIMAL
WILD ATTACK	+2 FIGHTING; +2 DAMAGE; -2 PARRY UNTIL NEXT ACTION
WITHDRAWING FROM CLOSE COMBAT	ADJACENT FOES GET ONE FREE ATTACK AT RETREATING CHARACTER

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