	CHARACTER PROFILE	SKILLS		CHURLEY ST	TREET GAMINO
H	Name:	Academics (Sma) Hacking	(Sma) Repa	ir (Sma)	AGE
M		Athletics*(Agi) Healing	(Sma) Rese	arch (Sma)	
	Concept:	Battle (Sma) Intimida	ation (Spi) Ridir	ng (Agi)	RIDS
	Player:	Boating (Agi) Languag	ge (Sma) Scien	ICE (Sma)	PRODUCT
	ATTRIBUTES	Common Know*(Sma) Notice*(	(Sma) Shoo	ting (Agi)	
	d4 d6 d8 d10 d12	Driving (Agi) Occult (5	ima) Steal	th*(Agi)	
- Inca	Agility O—O—O		ance (Spi) Survi	ival (Sma)	
Incapacitated	Spirit —————	Fighting (Agi) Persuasi	ion*(Spi) Taun	it (Sma)	
ated	Strength O—O—O—O	Gambling (Sma) Piloting	(Agi) Thie	very (Agi)	
1	Vigor ()—()—()—()	Arcane Background:			
0					J
	OTHER STATS		ADVANCEME		
Fatigue	Pace: Size:	Bennies:	Nar	ne Effect/Modifie	
Jue J	DEFENSES		Starting		POWER
	Parry Toughness (Torso)	Toughness vs Called Shots	ng E		~
2	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Head Arms Legs	Novice		
3					1181
Type:	Armor/Protective Gear Areas	s Protected Armor Value Weight			(a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c
) e: 	ů.				
			Seasoned Seasoned		
	Parry = 2 + ½ of Fighting (Plus any mo Base Toughness = 2 + ½ of Vigor (Plus	odifiers from equipment or Edges) s modifiers from Edges)	The least of the		
K	Armor = The best layer of armor per of that location. Second best	location adds full value to Toughness layer adds half value to that location.	000		
8	WEAPONS				
5	(5) Weapon Rai	nge ROF AP Damage Weight	Veteran		
8	811		000		
8	811				
10	10		Heroic		
8	811		2. E.		8
X	ŽI I		000		(20) (20) (20) (25) (30) (30) (40)
15	15				
8	POWERS		Legendary		8
X	Power PP Range Dur	Effect/Trappings	lary		1181
20	20				30
8	8 -		HINDRANGE	3	8
X			Name	Effect/Modifiers	
25	25)				35
2	8				
B	8				
$\bigcirc$	230				40)

# Item Location Weight Item Location Weight

PHISICA	AL DESCRIPTION		
Race:	Height:	Weight:	Age:
Appearance:			
ADVENT	URE NOTES		
CURRENC	<u> </u>		
	Cash	Valuables	/Other
	J		

# Savage Worlds Adventure Edition — Rules Quick Reference Sheet

 $\underline{\text{Aim}}$ : No move or other actions. Ignore up to 4 pts of ranged attack penalties or +2 to hit

**ENCUMBRANCE LIMIT:** 

Area of Effect: Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate

<u>Called Shots</u>: Limb -2. Hand -4 and may disarm. Head or vitals -4 and +4 Damage

<u>Disarm</u>: Called shot to hand or weapon. If weapon, roll as object, target must make a Str roll ≥ than the damage or drop it. If a limb, a Shaken or Wounded defender must make a Str roll at -2 (limb) or (-4) hand or drop item

Breaking Free: Athletics (or Str-2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. Raise removes either

<u>Breaking Things</u>: Stationary items are Parry 2. No bonus damage or Aces. Subtract obstacle toughness

<u>Defend</u>: +4 Parry. Takes entire turn and character may not run

The Drop: +4 to attack and damage if target is defenseless. Does not stack with Vulnerable. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

<u>Evasion</u>: Characters may avoid attacks that specifically say they may be evaded, by making an Agility roll at -2

Fatigue: -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless the source says otherwise. Incapacitated victims fall unconscious for 2d6 hours

Free Attack: Can't use maneuvers or Edges
Ganging Up: +1 Fighting per additional
adjacent attacker to a maximum of +4. Each
defender ally adjacent to both the attacker
and defender cancels one point of bonus

<u>Grappling</u>: Opposed Athletics roll. Victim is Entangled if successful, or Bound with a raise. Can't grapple more than two Sizes larger. Once grappled, the attacker may take an action to make an opposed Strength roll to cause his Strength in damage (or Bite)

TOTAL WEIGHT CARRIED:

Hold: Wait to go later in the current or later round. Lose round if Shaken or Stunned. May interrupt actions with opposed Athletics

Improvised Weapons: -2 to attacks. Sml: Range 3/6/12, Dmg Str+d4, Min Str d4 Med: Range 2/4/8, Dmg Str+d6, Min Str d6 Hvv: Range 1/2/4, Dmg Str+d8, Min Str d8

<u>Initiative</u>: Suit order: ♠ ♥ ♦ ♣. Jokers give +2 to all Trait tests and damage

Innocent Bystanders: Missed Shooting / Throwing rolls with a 1 (or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target or in-line target

<u>Multi-Actions</u>: Subtract 2 from *all* actions for each additional action beyond the first (maximum of 3 per round)

Nonlethal Damage: Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead being killed/incapacitated

Off Hand Attack: -2 to rolls with off-hand

<u>Prone</u>: -2 to Fighting and Parry. Ranged attacks get –4 to hit. May crawl 1" or stand up for 2" of movement

<u>Push</u>: Opposed Strength rolls. Attacker +2 if moved more than 2", both can add shield's Parry bonus. Defender is knocked back 1" on success. 2" or prone on raise

Ranged Attacks in Close Combat: Attacker may use no weapon larger than a pistol; Target Number is defender's Parry

Readying Weapons: Can ready up to two easily available items per turn as a free action. Additional items are actions

# Recoil: -2 Shooting if RoF is 2 or higher

Reload: Bow or sling is free action. Bolt, clip, magazine, or single bullet is an action

**Shotguns**: +2 Shooting. Damage is 3d6 at Short Range, 2d6 at Med, and 1d6 at Long

**Support**: Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure subtracts 2

<u>Two Weapons</u>: +1 to Fighting if foe has a single weapon, no shield, or is unarmed

<u>Suppressive Fire</u>: Shooting roll at Medium Burst Template. Each target hit is Distracted, or hit for damage with a raise (Damage can affect # targets up to weapon's RoF)

<u>Surprise</u>: Ambushers start on Hold, victims Notice roll or get no Action Card on round 1

<u>Tests</u>: Describe action and make opposed Skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise

Touch Attack: +2 Fighting

<u>Unstable Platform</u>: -2 Shooting from a moving vehicle, animal, or other unstable

<u>Wild Attack</u>: +2 Fighting, +2 Damage, but Vulnerable until the end of your next turn

<u>Withdrawing from Combat</u>: Adjacent foes get one Free Attack at retreating character

# Benny Uses

- Reroll a Trait test or Damage
- Recover from Shaken
- Attempt to Soak damage
- Draw a new Action Card
- Regain 5 Power Points
- Influence the story

## State/Status Effect Summaries

Bound: Can't move. No physical actions other than Breaking Free. Also Vulnerable Distracted: -2 to all actions until end of the character's next turn

Entangled: Can't move. Also Distracted

Exhausted: -2 to all Trait rolls. An additional Fatigue level causes Incapacitated

Fatigued: -1 to all Trait rolls. An additional Fatigue level causes Exhausted

Incapacitated: May not perform any actions but are still dealt Action Cards to track power effects or in case they recover

<u>Shaken</u>: May only move and take free actions. At start turn, make a free Spirit roll to recover

<u>Stunned</u>: Fall prone. No move or actions. Are subject to The Drop. Don't give Gang Up bonus. Also Distracted.

<u>Vulnerable</u>: All actions and attacks against this character are made at +2 until the end of their next turn

<u>Wounded</u>: Each level of wound decreases Pace by 1, gives a -1 penalty to Trait rolls

## **Combat Penalties**

Cover: Light -2, Med -4, Hvy -6, Near Total -8. Obstacles add to Armor if attack misses by cover penalty

 $\underline{\textbf{Illumination}}\text{: Dim -2; Dark -4; Blackness -6}$ 

Range: Short 0, Medium –2, Long –4, Extreme -8

<u>Size</u>: Tiny -6, V.Small -4, Small -2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets