

# SAVAGE CHARGEN

by Lemtzas

Contact me!

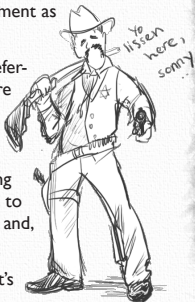
lemtzas@gmail.com

@lemtzas

Hello there! What began as an experiment in translating traditional Character Generation roll-tables to card format has ended its development as what's before you.

Instead of rolls and table-referencing determining your entire character for you, "Draw 6 Discard 1" restricts your options and forces you to improvise; to try something you'd never even considered; to break away from your tropes; and, I hope, to have fun doing it.

If you have any feedback, it's very welcome.



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# ACKNOWLEDGEMENTS†

**Lemtzas**

I made this!

**Katsumii**

Art, Feedback, Collaborator

**Urma**

Graphic Design Support

**/r/SavageWorlds**

Feedback and Encouragement

**Freenode's #D&D**

Feedback

**Darkmyst's #rpg-hub**

Feedback

**Freenode's #boardgames**

Feedback

**Contact me!**

lemtzas@gmail.com

lemtzas.com

@lemtzas



**Fonts**

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under SIL OFL v1.1

kimberlygeswein.com

Gill Sans MT

**(UN)WILLING SUBJECTS**

Craig

Chris

Sam

Grey

Trevor

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# USE: DRAW 6, DISCARD 1

**Attribute:** You get this.

**Damage Method:** Pick one from all 5 cards. You have "access" to this.

**Skills:** You have "access" to all of these listed across all your cards. The circles indicate associated attributes.

**Hindrances:** You have "access" to these.

**+Major**

**Minor**

**Point Distribution**

A - Extra Attribute Point

E - Extra Edge

S - +1 Skill Point

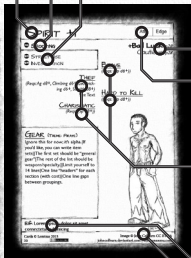
\$ - Bonus Money Increment

**Edges:** You have "access" to all these. Reqs are listed in (parentheses).

**Gear:** Build your gear from available sets. If you have Poor, Rich, Noble, or Very Rich, buy gear as normal.

**Race and Name** suggestions.

**Glorious Copyright** and artist information.



## INSTRUCTIONS

1. **Draw 6, Discard 1.** Get rid of something you don't like.
2. **Attributes.** Start at d4; +1 die type per "X + 1".
3. **Survey.** What have you got?
4. **Hindrance Point.** Pick a distribution from the top right of your cards.
5. **Skills.** Distribute points as usual. *Skills without "access" max at d4.*
6. **Edges.** Pick from listed ones only; requirements still apply!
7. **Hindrances.** Pick 1 Major and 2 Minor from those listed.
8. **Gear.** Make your selection from the listed sets.

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Use



# USE: DRAW 6, DISCARD 1

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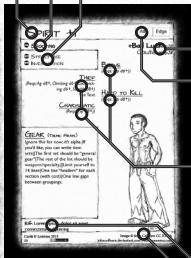
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**Race and Name** suggestions.

**Glorious Copyright** and artist information.



## INSTRUCTIONS

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Use



# AGILITY +1

Attr.

Attr.

**16 FIGHTING**

**16 BOATING**

**16 SWIMMING**

**+Arrogant** *p28*  
All Thumbs *p28*

## AMBIDEXTROUS

(Reqs: Ag d8+)

## ACE

(Reqs: Ag d8+)

See Text

## MARTIAL ARTIST

(Reqs: Fighting d6+)

## BEAST MASTER

(Reqs: )

## GEAR THEME: WESTERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



**Human:** Lorem ipsum dolor sit amet, consectetur adipisicing

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# AGILITY +1

Attr.

Edge

**SHOOTING**

**LOCKPICKING**

**STEALTH**

+Bad Luck *p28*  
Anemic *p28*

## FLEET FOOTED

(Reqs: Ag d6+)

## ACROBAT

(Reqs: Ag d8+, St d8+)

See Text

## TWO-FISTED

(Reqs: Ag d8+)

## CHARISMATIC

(Reqs: Sp d8+)

## GEAR THEME: MODERN

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# AGILITY +1

Attr.	S	S
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**THROWING**

**DRIVING**

**BOATING**

+Bad Eyes p28  
Bad Eyes p28

QUICK  
(Reqs: Ag d8+)

ADEPT  
(Reqs: AB(Miracles), Faith d8+,  
Fighting d8+)  
See Text

EXTRACTION  
(Reqs: Ag d8+)

CONNECTIONS  
(Reqs: )

## GEAR THEME: Sci-Fi

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**AntHantean: Lorem ipsum dolor sit amet, consectetur adipiscing**

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# AGILITY +1

Attr.	S	\$
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AB(---)

DRIVING

PILOTING

+Blind p28

Big Mouth p28

## AMBIDEXTROUS

(Reqs: Ag d8+)

## ASSASSIN

(Reqs: Ag d8+, Climbing d6+, Fighting d6+, Stealth d8+)

See Text

## FIRST STRIKE

(Reqs: Ag d8+)

## NEW POWER

(Reqs: Arcane Background)

## GEAR THEME: MEDIEVAL

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# AGILITY +1

Attr.	\$	\$
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**ⓇⓅ FIGHTING**

**ⓇⓅ FIGHTING**

**ⓇⓅ SHOOTING**

**+Bloodthirsty** p28  
Cautious p28

## FLEET FOOTED

(Reqs: Ag d6+)

## CHAMPION

(Reqs: AB(Miracles), Sp d8+, St d6+, Vi d8+, Faith d6+ Fighting d8+)  
See Text

## BEAST BOND

(Reqs:)

## TRADEMARK WEAPON

(Reqs: Fighting d10+ or Shooting d10+)

## GEAR THEME: FANTASY

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# AGILITY +1

Edge

Edge

**16 SHOOTING**

**16 FIGHTING**

**16 THROWING**

+Clueless p28  
Death Wish p29

QUICK  
(Reqs: Ag d8+)

GADGETEER  
(Reqs: See Text)  
See Text

FLORENTINE  
(Reqs: Ag d8+, Fighting d8+)

BEAST MASTER  
(Reqs: )

## GEAR THEME: PIRATE

Ignore this for now; it's alpha.  
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The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

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(with cost)

One line gaps between groupings.

Elf: Lorem ipsum dolor sit amet,  
consectetur adipiscing



# AGILITY +1

Edge

S

S

ⓇⓈ THROWING

ⓇⓈ LOCKPICKING

ⓇⓈ STEALTH

## UN(HOLY) WARRIOR

(Reqs: AB(Miracles), Sp d8+, Faith d6+)

See Text

## DANGER SENSE

(Reqs:)

+Code of Honor p29  
Doubting Thomas p29

## AMBIDEXTROUS

(Reqs: Ag d8+)

## QUICK DRAW

(Reqs: Ag d8+)

## GEAR THEME: WESTERN

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Limit yourself to 14 lines

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One line gaps between groupings.

Half-Elf: Lorem ipsum dolor sit amet, consectetur adipiscing



# AGILITY +1

Edge

S

\$

AB(---)

SWIMMING

BOATING

+Enemy p29  
Enemy p29

## FLEET FOOTED

(Reqs: Ag d6+)

## INVESTIGATOR

(Reqs: Sm d8+, Investigation d8+,  
Streetwise d8+)  
See Text

## STEADY HANDS

(Reqs: Ag d8+)

## CONNECTIONS

(Reqs: )

## GEAR THEME: MODERN

Ignore this for now; it's alpha.  
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gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

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**Half-Folk:** Lorem ipsum dolor sit  
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# AGILITY +1

Edge

S

\$

1B FIGHTING

1B PILOTING

1B DRIVING

+Delusional p29  
Illiterate p30

QUICK  
(Reqs: Ag d8+)

JACK-OF-ALL-TRADES  
(Reqs: Sm d10+)  
See Text

QUICK DRAW  
(Reqs: Ag d8+)

BEAST BOND  
(Reqs: )

## GEAR THEME: Sci-Fi

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Half-Orz: Lorem ipsum dolor sit  
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# AGILITY +1

S	S	S	S
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**SHOOTING**

**PILOTING**

**RIDING**

**+Habit** p29

Habit p29

LUCK / EXTRA LUCK

(Reqs: )

McGYVER

(Reqs: Sm d6+, Repair d6+, Notice d8+)

See Text

STEADY HANDS

(Reqs: Ag d8+)

SCAVENGER

(Reqs: Luck)

GEAR THEME: MEDIEVAL

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Wikipedia

# SMARTS +1

S	S	S	\$
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## THROWING

SM TRACKING

SM SURVIVAL

## MENTALIST

(Reqs: AB(Psionics), Sm d8+, Psionics  
d6+)  
See Text

## NEW POWER

(Reqs: AB)

+Curious p29  
Hard of Hearing p29

## AB(\_\_\_\_)

(Reqs: )

Arcane Background

## STEADY HANDS

(Reqs: Ag d8+)

## GEAR

THEME: FANTASY

Ignore this for now; it's alpha.  
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gear"

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One line gaps between groupings.

**Rakashan:** Lorem ipsum dolor sit  
amet, consectetur adipisicing



# SMARTS +1

S	S	\$	\$
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**AB(---)**

**GAMBLING**

**STREETWISE**

+Greedy p29  
Greedy p29

**LINGUIST**

(Reqs: Sm d6+)

**MR. FIX IT**

(Reqs: AB(Weird Science), Sm d10+,  
Repair d8+, Weird Science d8+)  
See Text

**NATURAL LEADER**

(Reqs: Command)

**COMMAND**

(Reqs: Sm d6+)

**GEAR** THEME: PIRATE

Ignore this for now; it's alpha.  
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# SMARTS +1

S	\$	\$	\$
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**FIGHTING**

**HEALING**

**KNOWLEDGE**(\_\_\_)

+**Elderty** p29  
**Loyal** p30

**BERSERK**

(Reqs: )

**SCHOLAR**

(Reqs: d8+ in skills)

See Text

**COMMAND PRESENCE**

(Reqs: Command)

**COMMAND**

(Reqs: Sm d6+)

**GEAR** THEME: WESTERN

Ignore this for now; it's alpha.  
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# SMARTS +1

\$ \$ \$ \$

**SHOOTING**

**HEALING**

**REPAIR**

**+Hard of Hearing** *p29*  
*Mean p30*

**ALERTNESS**

(Reqs: )

**THIEF**

(Reqs: Ag d8+, Climbing d6+, Lockpick-  
ing d6+, Stealth d8+)

See Text

**NATURAL LEADER**

(Reqs: Command)

**COMMAND**

(Reqs: Sm d6+)

**GEAR** *THEME: MODERN*

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# SMARTS +1

Attr.

Attr.

## THROWING

INVESTIGATION

NOTICE

+Heroic p30

Obese p30

## NOBLE / VERY RICH

(Reqs:)

### WIZARD

(Reqs: AB(Magic), Sm d8+, Kn(Arcana)  
d8+, Spellcasting d6+)

See Text

## COMMAND PRESENCE

(Reqs: Command)

### COMMAND

(Reqs: Sm d6+)

## GEAR

THEME: Sci-Fi

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# SMARTS +1

Attr.

Edge

AB(---)

INVESTIGATION

STREETWISE

+Lame p30  
Outsider p30

LINGUIST

(Reqs: Sm d6+)

WOODSMAN

(Reqs: Sp d6+, Survival d8+, Tracking  
d8+)

See Text

NATURAL LEADER

(Reqs: Command)

COMMAND

(Reqs: Sm d6+)

GEAR THEME: MEDIEVAL

Ignore this for now; it's alpha.  
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consectetur adipisicing

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# SMARTS +1

Attr.	S	S
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**FIGHTING**

**KNOWLEDGE**(\_\_\_\_)

**HEALING**

+Pacifist p30  
Pacifist p30

**AB**(\_\_\_\_)

(Reqs: )

Arcane Background

**ACE**

(Reqs: Ag d8+)

See Text

**NONE**

(Reqs: Command)

**POWER POINTS**

(Reqs: Arcane Background)

**GEAR** THEME: FANTASY

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**Dwarf:** Lorem ipsum dolor sit amet, consectetur adipiscing



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# SMARTS +1

Attr.

S

\$

**SHOOTING**

**KNOWLEDGE**(\_\_\_\_)

**REPAIR**

+Phobia p30

Phobia p30

**RICH**

(Reqs: )

**ACROBAT**

(Reqs: Ag d8+, St d8+)

See Text

**NATURAL LEADER**

(Reqs: Command)

**COMMAND**

(Reqs: Sm d6+)

**GEAR** THEME: PIRATE

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**Elf:** Lorem ipsum dolor sit amet, consectetur adipiscing

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# SMARTS +1

Attr.	\$	\$
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**AB** THROWING

**SM** NOTICE

**SM** GAMBLING

+One Leg *p30*  
Poverty *p30*

ALERTNESS

(Reqs: )

ADEPT

(Reqs: AB(Miracles), Faith d8+,  
Fighting d8+)  
See Text

COMMAND PRESENCE

(Reqs: Command)

COMMAND

(Reqs: Sm d6+)

GEAR THEME: WESTERN

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**Half-Elf:** Lorem ipsum dolor sit  
amet, consectetur adipiscing



# SMARTS +1

Edge

Edge

**AB(---)**

**NOTICE**

**INVESTIGATION**

**+Overconfident** *p30*  
**Quirk** *p30*

**LINGUIST**

(Reqs: Sm d6+)

**ASSASSIN**

(Reqs: Ag d8+, Climbing d6+, Fighting d6+, Stealth d8+)

See Text

**COMMAND PRESENCE**

(Reqs: Command)

**COMMAND**

(Reqs: Sm d6+)

**GEAR** THEME: MODERN

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**Half-Folk:** Lorem ipsum dolor sit amet, consectetur adipisicing





# SPIRIT +1

Edge

S

S

## **FIGHTING**

### **REPAIR**

### **KNOWLEDGE(\_\_\_\_)**

+One Arm *p30*  
Stubborn *p31*

### **AB(\_\_\_\_)**

(Reqs: )

Arcane Background

### **CHAMPION**

(Reqs: AB(Miracles), Sp d8+, St d6+, Vi  
d8+, Faith d6+ Fighting d8+)  
See Text

### **HARD TO KILL**

(Reqs: Sp d8+)

### **POWER POINTS**

(Reqs: Arcane Background)

## **GEAR** THEME: Sci-Fi

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**Half-Orc:** Lorem ipsum dolor sit  
amet, consectetur adipiscing

# SPIRIT +1

Edge

S

\$

**SHOOTING**

**STREETWISE**

**GAMBLING**

+One Eye *p30*  
Ugly *p31*

**BERSERK**

(Reqs: )

**GADGETEER**

(Reqs: See Text)

See Text

**ELAN**

(Reqs: Sp d8+)

**COMMON BOND**

(Reqs: Sp d8+)

**GEAR** THEME: MEDIEVAL

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**Human:** Lorem ipsum dolor sit amet, consectetur adipiscing



# SPIRIT +1

Edge

S

\$

**THROWING**

**PERSUASION**

**INTIMIDATION**

+Vengeful p30  
Vengeful p31

RICH / VERY RICH

(Reqs: )

UN(HOLY) WARRIOR

(Reqs: AB(Miracles), Sp d8+, Faith d6+)

See Text

HARD TO KILL

(Reqs: Sp d8+)

HEALER

(Reqs: Sp d8+)

GEAR THEME: FANTASY

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**Rakashan:** Lorem ipsum dolor sit amet, consectetur adipiscing

# SPIRIT +1

S	S	S	S
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AB(---)

GAMBLING

INTIMIDATION

+Vow p31

Vow p31

NOBLE / VERY RICH

(Reqs: )

INVESTIGATOR

(Reqs: Sm d8+, Investigation d8+,

Streetwise d8+)

See Text

ELAN

(Reqs: Sp d8+)

CHARISMATIC

(Reqs: Sp d8+)

GEAR THEME: PIRATE

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Saurian: Lorem ipsum dolor sit amet, consectetur adipiscing**



# SPIRIT +1

S	S	S	\$
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**AG FIGHTING**

**SM TAUNT**

**SP PERSUASION**

+Wanted *p31*  
Wanted *p31*

## JACK-OF-ALL-TRADES

(Reqs: Sm d10+)

See Text

## ARCANE RESISTANCE

(Reqs: Sp d8+)

## EXTRACTION

(Reqs: Ag d8+)

## STRONG WILLED

(Reqs: Intimidation d6+, Taunt d6+)

## GEAR THEME: WESTERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



**Human:** Lorem ipsum dolor sit amet, consectetur adipiscing

# SPIRIT +1

S	S	\$	\$
---	---	----	----

**RG SHOOTING**

**SP PERSUASION**

**RG LOCKPICKING**

**+Yellow** p31  
All Thumbs p31

**BRAVE**

(Reqs: Sp d6+)

**MCGYVER**

(Reqs: Sm d6+, Repair d6+, Notice  
d8+)

See Text

**ELAN**

(Reqs: Sp d8+)

**HEALER**

(Reqs: Sp d8+)

**GEAR** THEME: MODERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Android: Lorem ipsum dolor sit  
amet, consectetur adipiscing**



# SPIRIT +1

S	\$	\$	\$
---	----	----	----

ⓇB THROWING

ⓈP INTIMIDATION

ⓈM TAUNT

+Young p31  
Anemic p31

## ARCANE RESISTANCE

(Reqs: Sp d8+)

## MENTALIST

(Reqs: AB(Psionics), Sm d8+, Psionics  
d6+)  
See Text

## EXTRACTION

(Reqs: Ag d8+)

## STRONG WILLED

(Reqs: Intimidation d6+, Taunt d6+)

## GEAR THEME: Sci-Fi

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



**Antlantean: Lorem ipsum dolor sit  
amet, consectetur adipisicing**

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# SPIRIT +1

\$ \$ \$ \$

AB(---)

INTIMIDATION

TAUNT

+Bad Eyes p28  
Bad Eyes p28

BRAVE

(Reqs: Sp d6+)

MR. FIX IT

(Reqs: AB(Weird Science), Sm d10+,  
Repair d8+, Weird Science d8+)  
See Text

FIRST STRIKE

(Reqs: Ag d8+)

STRONG WILLED

(Reqs: Intimidation d6+, Taunt d6+)

GEAR THEME: MEDIEVAL

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



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# SPIRIT +1

Attr.

Attr.

**RG FIGHTING**

**RG STEALTH**

**SP PERSUASION**

+Arrogant *p28*  
Big Mouth *p28*

## ARCANE RESISTANCE

(Reqs: Sp d8+)

## SCHOLAR

(Reqs: d8+ in skills)

See Text

## FLORENTINE

(Reqs: Ag d8+, Fighting d8+)

## HEALER

(Reqs: Sp d8+)

## GEAR THEME: FANTASY

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.



**Dwarf:** Lorem ipsum dolor sit amet, consectetur adipiscing

# SPIRIT +1

Attr.

Edge

**SHOOTING**

**STREETWISE**

**INVESTIGATION**

**+Bad Luck** *p28*  
*Cautious p28*

**BRAVE**

(Reqs: Sp d6+)

**THIEF**

(Reqs: Ag d8+, Climbing d6+, Lockpick-  
ing d6+, Stealth d8+)  
See Text

**HARD TO KILL**

(Reqs: Sp d8+)

**CHARISMATIC**

(Reqs: Sp d8+)

**GEAR** THEME: PIRATE

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



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consectetur adipiscing**

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# STRENGTH +1

Attr.

S

S

**THROWING**

**SWIMMING**

**CLIMBING**

**+Bloodthirsty** *p28*  
**Death Wish** *p28*

**BRAWNY**

(Reqs: St d6+, Vi d6+)

**WIZARD**

(Reqs: AB(Magic), Sm d8+, Kn(Arcana)  
d8+, Spellcasting d6+)  
See Text

**BRAWLER**

(Reqs: St d8+)

**COMMON BOND**

(Reqs: Sp d8+)

**GEAR** THEME: WESTERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



**Half-Elf:** Lorem ipsum dolor sit amet, consectetur adipiscing

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# STRENGTH +1

Attr.

S

\$

**AB(---)**

**THROWING**

**CLIMBING**

**+Clueless** p28

Doubting Thomas p28

LUCK / EXTRA LUCK

(Reqs:)

WOODSMAN

(Reqs: Sp d6+, Survival d8+, Tracking d8+)

See Text

BRAWLER

(Reqs: St d8+)

SCAVENGER

(Reqs:)

GEAR THEME: MODERN

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Half-Folk: Lorem ipsum dolor sit amet, consectetur adipiscing**



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# STRENGTH +1

Attr.

\$

\$

**1B FIGHTING**

**1B CLIMBING**

**1B RIDING**

**+Enemy** p29  
Enemy p29

**BRAWNY**

(Reqs: St d6+, Vi d6+)

**ACE**

(Reqs: Ag d8+)

See Text

**SWEEP**

(Reqs: St d8+, Fighting d8+)

**COMMON BOND**

(Reqs: Sp d8+)

**GEAR** THEME: Sci-Fi

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Half-Orc:** Lorem ipsum dolor sit amet, consectetur adipiscing



# STRENGTH +1

Edge

Edge

**1B SHOOTING**

**1B CLIMBING**

**1B THROWING**

+Greedy p29  
Greedy p29

## ALERTNESS

(Reqs: )

### ACROBAT

(Reqs: Ag d8+, St d8+)

See Text

### BRAWLER

(Reqs: St d8+)

### COMMON BOND

(Reqs: Sp d8+)

## GEAR THEME: MEDIEVAL

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Human:** Lorem ipsum dolor sit amet, consectetur adipiscing



# STRENGTH +1

Edge	S	S
------	---	---

**THROWING**

**SHOOTING**

**FIGHTING**

+Habit p29  
Habit p29

**BERSERK**

(Reqs: )

**ADEPT**

(Reqs: AB(Miracles), Faith d8+,  
Fighting d8+)  
See Text

**SWEEP**

(Reqs: St d8+, Fighting d8+)

**CHARISMATIC**

(Reqs: Sp d8+)

**GEAR** THEME: FANTASY

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Rakashan:** Lorem ipsum dolor sit amet, consectetur adipiscing



# STRENGTH +1

Edge	S	\$
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**AB(---)**

**NOTICE**

**FIGHTING**

+Code of Honor *p29*  
Hard of Hearing *p29*

LUCK / EXTRA LUCK

(Reqs: )

## ASSASSIN

(Reqs: Ag d8+, Climbing d6+, Fighting d6+, Stealth d8+)

See Text

## SWEEP

(Reqs: St d8+, Fighting d8+)

## SCAVENGER

(Reqs: Luck)

## GEAR THEME: PIRATE

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.



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# STRENGTH +

Edge

S

\$

**FIGHTING**

**RIDING**

**DRIVING**

+Curious p29  
Illiterate p30

**AB(---)**

(Reqs: )

Arcane Background

**CHAMPION**

(Reqs: AB(Miracles), Sp d8+, St d6+, Vi  
d8+, Faith d6+ Fighting d8+)  
See Text

**MARTIAL ARTIST**

(Reqs: Fighting d6+)

**BEAST BOND**

(Reqs: )

**GEAR** THEME: WESTERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Human:** Lorem ipsum dolor sit  
amet, consectetur adipiscing



# STRENGTH +1

S	S	S	S
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**SHOOTING**

**SURVIVAL**

**HEALING**

**+Delusional** p29  
**Loyal** p30

**BERSERK**

(Reqs: )

**GADGETEER**

(Reqs: See Text)

See Text

**TWO-FISTED**

(Reqs: Ag d8+)

**BEAST MASTER**

(Reqs: )

**GEAR** THEME: MODERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



**Android:** Lorem ipsum dolor sit amet, consectetur adipiscing

# STRENGTH +

S	S	S	\$
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**THROWING**

**BOATING**

**SWIMMING**

**+Heroic** p30  
**Mean** p30

## UN(HOLY) WARRIOR

(Reqs: AB(Miracles), Sp d8+, Faith d6+)

See Text

## AB(\_\_\_\_)

(Reqs: )

Arcane Background

## QUICK DRAW

(Reqs: Ag d8+)

## CONNECTIONS

(Reqs: )

## GEAR

THEME: Sci-Fi

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Antlantean: Lorem ipsum dolor sit amet, consectetur adipisicing**



# STRENGTH +1

S	S	\$	\$
---	---	----	----

AB(\_\_\_\_)

TRACKING

SURVIVAL

+Lame p30

Obese p30

BRAWNY

(Reqs: St d6+, Vi d6+)

INVESTIGATOR

(Reqs: Sm d8+, Investigation d8+,  
Streetwise d8+)  
See Text

TWO-FISTED

(Reqs: Ag d8+)

DANGER SENSE

(Reqs:)

GEAR THEME: MEDIEVAL

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



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consectetur adipisicing**

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# VIGOR +1

\$	\$	\$	\$
----	----	----	----

**FIGHTING**

**RIDING**

**TRACKING**

+One Arm p30  
Outsider p30

**LINGUIST**

(Reqs: Sm d6+)

**JACK-OF-ALL-TRADES**

(Reqs: Sm d10+)

See Text

**FIRST STRIKE**

(Reqs: Ag d8+)

**NEW POWER**

(Reqs: Arcane Background)

**GEAR** THEME: FANTASY

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.



**Dwarf:** Lorem ipsum dolor sit amet, consectetur adipiscing

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# VIGOR +1



**SHOOTING**

**SHOOTING**

**NOTICE**

+**Pacifist** p30  
Pacifist p30

**ATTRACTIVE**

(Reqs: Vi d6+)

**MCGYVER**

(Reqs: Sm d6+, Repair d6+, Notice d8+)

See Text

**FLORENTINE**

(Reqs: Ag d8+, Fighting d8+)

**POWER POINTS**

(Reqs: Arcane Background)

**GEAR** THEME: PIRATE

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.



**Elf:** Lorem ipsum dolor sit amet, consectetur adipiscing

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# VIGOR +1

Attr.

Attr.

**THROWING**

**STEALTH**

**NOTICE**

+Phobia p30

Phobia p30

**FAST HEALER**

(Reqs: Vi d8+)

**MENTALIST**

(Reqs: AB(Psionics), Sm d8+, Psionics  
d6+)

See Text

**NERVES OF STEEL**

(Reqs: Vi d8+)

**DANGER SENSE**

(Reqs: )

**GEAR** THEME: WESTERN

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Half-Elf: Lorem ipsum dolor sit  
amet, consectetur adipiscing**



# VIGOR +1

Attr.

Edge

AB(\_\_\_\_)

REPAIR

PILOTING

+Overconfident p30  
Poverty p30

BRAWNY

(Reqs: St d6+, Vi d6+)

MR. FIX IT

(Reqs: AB(Weird Science), Sm d10+,  
Repair d8+, Weird Science d8+)  
See Text

NERVES OF STEEL

(Reqs: Vi d8+)

CONNECTIONS

(Reqs:)

GEAR THEME: MODERN

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Half-Folk:** Lorem ipsum dolor sit  
amet, consectetur adipiscing





# VIGOR +1

Attr.

S

S

**RIS** FIGHTING

**SM** TAUNT

**RIS** FIGHTING

+One Eye *p30*  
Quirk *p30*

NOBLE / VERY RICH

(Reqs: )

SCHOLAR

(Reqs: d8+ in skills)

See Text

NERVES OF STEEL

(Reqs: Vi d8+)

STRONG WILLED

(Reqs: Intimidation d6+, Taunt d6+)

GEAR THEME: Sci-Fi

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Half-Orc:** Lorem ipsum dolor sit amet, consectetur adipiscing



# VIGOR +1

Attr.	S	\$
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**SHOOTING**

**SURVIVAL**

**TRACKING**

+One Leg *p30*  
Stubborn *p31*

RICH / VERY RICH

(Reqs:)

THIEF

(Reqs: Ag d8+, Climbing d6+, Lockpick-  
ing d6+, Stealth d8+)

See Text

MARTIAL ARTIST

(Reqs: Fighting d6+)

NEW POWER

(Reqs: Arcane Background)

GEAR THEME: MEDIEVAL

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.



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amet, consectetur adipiscing

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# VIGOR +1

Attr.	\$	\$
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## THROWING

## FIGHTING

## SHOOTING

+Yellow p31

Ugly p31

## ATTRACTIVE

(Reqs: Vi d6+)

## WIZARD

(Reqs: AB(Magic), Sm d8+, Kn(Arcana)  
d8+, Spellcasting d6+)

See Text

## MARTIAL ARTIST

(Reqs: Fighting d6+)

## POWER POINTS

(Reqs: Arcane Background)

## GEAR

THEME: FANTASY

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.



**Rakashan:** Lorem ipsum dolor sit amet, consectetur adipiscing

# VIGOR +1

Edge

Edge

AB(\_\_\_\_)

THROWING

SHOOTING

+Vengeful p3/  
Vengeful p3/

## FAST HEALER

(Reqs: Vi d8+)

## WOODSMAN

(Reqs: Sp d6+, Survival d8+, Tracking  
d8+)

See Text

## TRADEMARK WEAPON

(Reqs: Fighting d10+ or Shooting  
d10+)

## LIQUID COURAGE

(Reqs: Vigor d8+)

## GEAR THEME: PIRATE

Ignore this for now; it's alpha.  
If you'd like, you can write item sets

The first set should be "general  
gear"

The rest of the list should be  
weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section  
(with cost)

One line gaps between groupings.

**Saurian: Lorem ipsum dolor sit  
amet, consectetur adipiscing**



# VIGOR +1

Edge

S

S

**FIGHTING**

**KNOWLEDGE**(\_\_\_\_)

**NOTICE**

+Vow p31

Vow p31

**ATTRACTIVE**

(Reqs: Vi d6+)

**ACROBAT**

(Reqs: Ag d8+, St d8+)

See Text

**TWO-FISTED**

(Reqs: Ag d8+)

**LIQUID COURAGE**

(Reqs: Vigor d8+)

**GEAR** THEME: WESTERN

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Human:** Lorem ipsum dolor sit amet, consectetur adipiscing



# VIGOR +1

Edge

S

\$

**RG** SHOOTING

**RG** SHOOTING

**SM** KNOWLEDGE(\_\_\_\_)

+Wanted p31  
Wanted p31

FAST HEALER

(Reqs: Vi d8+)

SCHOLAR

(Reqs: d8+ in skills)

See Text

TRADEMARK WEAPON

(Reqs: Fighting d10+ or Shooting d10+)

LIQUID COURAGE

(Reqs: Vigor d8+)

GEAR THEME: MODERN

Ignore this for now; it's alpha.

If you'd like, you can write item sets

The first set should be "general gear"

The rest of the list should be weapons/specialty.

Limit yourself to 14 lines

One line "headers" for each section (with cost)

One line gaps between groupings.

**Android: Lorem ipsum dolor sit amet, consectetur adipiscing**



+1

<<COMBAT SKILL Major Hindrance>> <<Major Notes>>

<<Minor Hindrance>> <<Minor Notes>>

<<SKILL 1>>

<<SKILL 2>>

<<BACKGROUND>>

(Reqs: <<Background Reqs>>)

<<Background Notes>>

<<PROFESSIONAL>>

(Reqs: <<Professional Reqs>>)

<<Professional Notes>>

<<COMBAT>>

(Reqs: <<Combat Reqs>>)

<<Combat Notes>>

<<OTHER>>

(Reqs: <<Other Reqs>>)

<<Other Notes>>

GEAR

<<GEAR INSTRUCTION>>

<<Gear>>

<<Race>>: <<Name 1>>