

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)

PACE

PARRY

TOUGHNESS

SAVAGE WORLDS
ADVENTURE EDITION

Name:

Race:

Description:

-1 -2 -3 INCAP -2 -1

WOUNDS

FATIGUE

SKILLS

ARMOR

HINDRANCES

Athletics (4 / 6 / 8 / 10 / 12)

Common Know. (4 / 6 / 8 / 10 / 12)

Notice (4 / 6 / 8 / 10 / 12)

Persuasion (4 / 6 / 8 / 10 / 12)

Stealth (4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

(4 / 6 / 8 / 10 / 12)

Head

Body

Arms

Legs

GEAR

EDGES

ADVANCES

N

N

N

S

S

S

S

V

V

V

V

H

H

H

H

L

L

L

L

INJURIES

POWER PP RANGE DUR. EFFECT PP /

WEAPON RANGE DAMAGE AP RoF Wt. NOTES