

Savage Worlds

Character Creation / Advancement Aide

Table of Contents

Character Creation Summary _____	3
Skills Summary _____	4
Racial Summary _____	5
Load Limits _____	6
Leveling _____	6
Hindrances Summary _____	7
Edges Summary _____	9

Character Creation Summary

1) Race

- You can choose any race available in your setting for your character.

2) Traits

- Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point.
- You have 15 points for skills.
- Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level.
- Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.
- Pace is 6".
- Parry is equal to 2 plus half Fighting.
- Toughness is equal to 2 plus half Vigor. Go ahead and add the bonus granted by the armor worn on your torso to this value as well for speed's sake, but remember it may not count if attacks target other parts of the body.

3) Edges & Hindrances

- You gain additional points for taking up to one Major Hindrance and two Minor Hindrances.

For 2 points you can:

- Gain another attribute point.
- Choose an Edge.

For 1 point you can:

- Gain another skill point.
- Increase starting funds by 100%

4) Gear

- Start with \$500 unless your setting book says otherwise.

5) Background Details

- Fill in any other background details you care to add.

Skills Summary

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

Racial Summary

Atlantean

Aquatic (Pace in water is Swimming, can survive in ocean depths, need water every 48 hours), Tough (Vigor d6)

Avion

Flight (Pace 10")

Dwarf

Low Light Vision, Slow (Pace 5"), Tough (Vigor d6)

Elf

Agile (Agility d6), All Thumbs, Low Light Vision

Half-Elf

Heritage (Choice of free Edge or Agility d6), Low Light Vision, Outsider

Half-Folk

Luck (+1 benny), Small (-1 Toughness), Spirited (Spirit d6)

Half-Orc

Infravision, Outsider, Strong (Strength d6)

Human

Bonus Edge

Mantid

Carapace (+2 Armor), Leaping, Outsider.

Rakashan

Agile (Agility d6), Bloodthirsty, Claws (Str+2, Climb +2), Low Light Vision

Saurian

Outsider, Natural Weapons (Str+1), Natural Swimmers, Saurian Senses (+2 Notice)

Load Limits

A character's load limit is equal to 5 x their Strength. Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

Leveling

A character "levels" every 5 experience points. Each time a character levels they may do one of the following:

- Gain a new Edge
- Increase a skill*
- Increase 2 skills**
- Increase one attribute***
- Add a new skill at d4

*Equal to or greater than its linked attribute

**Less than its linked attribute

***Only once per Rank.

Every 20 experience points a character goes up in Rank as well. The following table shows the XP to Rank relationship.

Experience	Rank
1-19	Novice
20-39	Seasoned
40-59	Veteran
60-79	Heroic
80+	Legendary

Hindrances Summary

Hindrance	Type	Effects
All Thumbs	Minor	-2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
Anemic	Minor	-2 Vigor to resist sickness, disease, poison or environment
Arrogant	Major	Must humiliate opponent, always look to challenge the 'leader'
Bad Eyes	Minor / Major	-2 to attack or notice something more than 5" distant
Bad Luck	Major	One less benny per session
Big Mouth	Minor	Unable to keep a secret, blabs at the worst time
Blind	Major	-6 to all actions that rely on vision, -2 on social rolls, gain additional Edge
Bloodthirsty	Major	Never takes prisoners
Cautious	Minor	Character is overly cautious
Clueless	Major	-2 to most Common Knowledge rolls
Code of Honor	Major	The character keeps his word and acts like a gentleman
Curious	Major	Character wants to know about everything
Death Wish	Minor	Hero wants to die after completing some task
Delusional	Minor / Major	Character suffers from grave delusions
Doubting Thomas	Minor	Character doesn't believe in the supernatural
Elderly	Major	Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
Enemy	Minor / Major	The character has a recurring nemesis of some sort
Greedy	Minor / Major	The character is obsessed with wealth
Habit	Minor / Major	A Minor Habit is simply annoying (Charisma -1); characters must make Fatigue rolls when deprived of Major Habits
Hard of Hearing	Minor / Major	-2 to Notice sounds; automatic failure if completely deaf
Heroic	Major	The character is a true hero and always helps those in need
Illiterate	Minor	Unable to read or write
Lame	Major	-2 Pace and running die is a d4

Hindrance	Type	Effects
Loyal	Minor	The hero tries to never betray or disappoint his friends
Mean	Minor	The character suffers -2 to his Charisma for his ill-temper and surliness
Obese	Minor	+1 Toughness, -1 Pace, d4 running die
One Arm	Major	-4 to tasks requiring two arms
One Eye	Major	-1 Charisma, -2 to rolls requiring depth perception
One Leg	Major	Pace -2, d4 running die, -2 to rolls requiring mobility, -2 to Swimming skill
Outsider	Minor	-2 Charisma, treated badly by those of the more dominant society
Overconfident	Major	The hero believes he can do anything
Pacifist	Minor / Major	The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a major Hindrance
Phobia	Minor / Major	-2 or -4 to Trait tests when near the phobia
Poverty	Minor	Half starting funds, general inability to hang onto future income
Quirk	Minor	The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame
Small	Major	-1 Toughness
Stubborn	Minor	Hero always wants his way
Ugly	Minor	-2 Charisma due to the character's less-than-average appearance
Vengeful	Minor / Major	Character holds a grudge, will kill to settle the score as a Major Hindrance
Vow	Minor / Major	The hero has a pledge to himself, a group, a deity, or a religion
Wanted	Minor / Major	The character is a criminal of some sort
Yellow	Major	The character is cowardly and suffers -2 to his Guts rolls
Young	Major	3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session

Edges Summary

Edge	Requirements	Effects
Ace	N, A d8	+2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2
Acrobat	N, A d8, St d6	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Alertness*	N	+2 Notice
Ambidextrous*	N, A d8	Ignore -2 penalty for using off-hand
Arcane Background*	N, Special	Allows access to supernatural powers
Arcane Resistance*	N, Sp d8	Armor 2 vs. magic, +2 to resist magic effects
Improved Arcane Resistance*	N, Arcane Res.	Armor 4 vs. magic, +4 to resist magic effects
Attractive*	N, V d6	Charisma +2
Very Attractive*	N, Attractive	Charisma +4
Beast Bond	N	Character may spend bennies for his animals
Beast Master	N, Sp d8	You gain an animal companion
Berserk*	N	Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target
Block	S, Fighting d8	Parry +1
Improved Block	V, Block	Parry +2
Brawny*	N, St d6, V d6	Toughness +1; load limit is 8xStr instead of 5xStr
Champion	N, See text	+2 damage and Toughness vs. supernatural evil
Charismatic	N, Sp d8	Charisma +2
Combat Reflexes	S	+2 to recover from being Shaken
Command	N, Sm d6	+1 to troops recovering from being Shaken within 5"
Common Bond	WC, N, Sp d8	May give bennies to companions in communication
Connections	N	Call upon powerful friends with Persuasion roll
Danger Sense	N	Notice at -2 to detect surprise attacks/danger

Edge	Requirements	Effects
Dead Shot	WC, S, Shoot/Throw d10	Double ranged damage when dealt Joker
Dodge	S, A d8	-1 to be hit with ranged attacks
Improved Dodge	V, Dodge	-2 to be hit with ranged attacks
Fast Healer*	N, V d8	+2 to natural healing rolls
Fervor	V, Sp d8, Command	+1 melee damage to troops in command
First Strike	N, A d8	May attack one foe who moves adjacent
Improved First Strike	H, First Strike	May attack every foe who moves adjacent
Fleet-Footed	N, A d6	+2 Pace, d10 running die instead of d6
Florentine	N, A d8, Fighting d8	+1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus
Followers	L, WC	Attract 5 henchmen
Frenzy	S, Fighting d10	1 extra Fighting attack at -2
Improved Frenzy	V, Frenzy	As above but no penalty
Gadgeteer	N, See text	May "jury-rig" a device with any available power once per game session
Giant Killer	V	+4 damage when attacking large creatures
Hard to Kill	N, WC, Sp d8	Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables
Harder to Kill	V, Hard to Kill	50% chance of surviving "death" by some means
Healer	N, Sp d8	+2 Healing
Hold the Line!	S, Sm d8, Command	Troops have +1 Toughness
Holy/Unholy Warrior	N, See text	Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected
Inspire	S, Command	+1 to Spirit rolls of all troops in command
Investigator	N, Sm d8, Investigation d8, Streetwise d8	+2 Investigation and Streetwise

Edge	Requirements	Effects
Jack-of-all-Trades	N, Sm d10	No -2 for unskilled Smarts based attempts
Level Headed	S, Sm d8	Act on best of two cards in combat
Improved Level Headed	S, Level Headed	Act on best of three cards in combat
Luck*	N	+1 benny per session
Great Luck*	N, Luck	+2 bennies per session
Marksman	S	Character gets the Aim maneuver (+2 Shooting) if he does not move
McGyver	N, Sm d6, Repair d6, Notice d6	May improvise temporary gadgets
Mentalist	N, AB (Psionics), Sm d8, Psionics d6	+2 to any opposed Psionics roll
Mighty Blow	WC, S, Fighting d10	Double melee damage when dealt Joker
Mr. Fix It	N, See text	+2 to Repair rolls, halve normal Repair time with raise
Natural Leader	N, Sp d8, Command	Leader may give bennies to troops in command
Nerves of Steel	N, WC, V d8	Ignore 1 point of wound penalties
Improved Nerves of Steel	N, Nerves of Steel	Ignore 2 points of wound penalties
New Power	N, AB	Character gains one new power
Noble*	N Rich;	+2 Charisma; Character is noble born with status and wealth
Power Points	N, AB	+5 Power Points, once per rank only
Power Surge	WC, S, arcane skill d10	+2d6 Power Points when dealt a Joker
Professional	L, d12 in Trait	Trait becomes d12+1
Expert	L, Prof. in Trait	Trait becomes d12+2
Master	L, WC, Expert in Trait	Wild Die is d10 for one Trait
Quick*	N	Discard draw of 5 or less for new card
Quick Draw	N, A d8	May automatically draw weapon as a free action
Rapid Recharge	S, Sp d6, AB	Regain 1 Power Point every 30 minutes

Edge	Requirements	Effects
Improved Rapid Recharge	V, Rapid Recharge	Regain 1 Power Point every 15 minutes
Rich*	N	3x starting funds, \$75K annual salary
Filthy Rich*	N, Noble Birth or Rich	5x starting funds, \$250K annual salary
Rock and Roll!	S, Shooting d8	Full-auto penalty is -1 instead of -2
Scholar	N, d8 in affected skills	+2 to two different Knowledge skills
Sidekick	L, WC	Character gains a Novice WC sidekick
Soul Drain	S, See Text	Special
Steady Hands	N, A d8	Ignore unstable platform penalty for mounts or vehicles
Sweep	N, St d8, Fighting d8	Attack all adjacent foes at -2
Improved Sweep	V, Sweep	As above but with no penalty
Strong Willed	N, Intimidation d6, Taunt d6	+2 Intimidation and Taunt, +2 to resist
Thief	N, A d8, Climb d6, Lockpick d6, Stealth d8	+2 Climb, Lockpick, Stealth, or to disarm traps
Tough as Nails	L	Toughness +1
Improved Tough as Nails	L, Tough as Nails	Toughness +2
Trademark Weapon	N, Fighting or Shooting d10	+1 Fighting or Shooting with one particular weapon
Improved Trademark Weapon	V, Trademark Weapon	+2 Fighting or Shooting with one particular weapon
Two-Fisted	N, A d8	May attack with a weapon in each hand without multi-action penalty.
Weapon Master	L, Fighting d12	Parry +1
Master of Arms	L, Weapon Master	Parry +2

Edge	Requirements	Effects
Wizard	N, See text	Each Spellcasting raise reduces cost of spell by 1point
Woodsman	N, Sp d6, Survival d8, Tracking d8	+2 Tracking Survival, and Stealth (while in Wilderness)

*Background Edges—must be chosen during character creation.