



ATTRIBUTES		NAME		DESCRIPTION
4/6/8/10/12	Agility	STATISTICS		
4/6/8/10/12	Smarts	6	Pace	
4/6/8/10/12	Spirit	Fighting/2+2	Parry	
4/6/8/10/12	Strength	Vigor/2+2	Toughness	
4/6/8/10/12	Vigor	3	Bennies	

SKILLS				HINDRANCES
4/6/8/10/12	Academics	4/6/8/10/12	Occult	
4/6/8/10/12	Athletics	4/6/8/10/12	Performance	
4/6/8/10/12	Battle	4/6/8/10/12	Persuasion	
4/6/8/10/12	Boating	4/6/8/10/12	Piloting	
4/6/8/10/12	Common Knowledge	4/6/8/10/12	Psionics	EDGES
4/6/8/10/12	Driving	4/6/8/10/12	Repair	
4/6/8/10/12	Electronics	4/6/8/10/12	Research	
4/6/8/10/12	Faith	4/6/8/10/12	Riding	
4/6/8/10/12	Fighting	4/6/8/10/12	Science	
4/6/8/10/12	Focus	4/6/8/10/12	Shooting	POWERS
4/6/8/10/12	Focus	4/6/8/10/12	Spellcasting	
4/6/8/10/12	Gambling	4/6/8/10/12	Stealth	
4/6/8/10/12	Hacking	4/6/8/10/12	Survival	
4/6/8/10/12	Healing	4/6/8/10/12	Taunt	
4/6/8/10/12	Intimidation	4/6/8/10/12	Thievery	
4/6/8/10/12	Language	4/6/8/10/12	Weird Science	
4/6/8/10/12	Notice	4/6/8/10/12		

ARMOR	WEAPONS				
	Weapon	Range	Damage	AP	ROF

GEAR	NOTES

WOUNDS ~~-1~~ ~~-2~~ ~~-3~~ INC ~~-2~~ ~~-1~~ FATIGUE

SAVAGE WORLDS –QUICK CHARACTER GEN

AN OVERLY-SIMPLIFIED, FAST AND FURIOUS CHARACTER CREATION METHOD PERFECT FOR IMPROMPTU, ONE-OFF, AND CONVENTION GAMES.*

- ① INCREASE YOUR ATTRIBUTES: SPEND 5 POINTS, 1 POINT PER INCREASED DIE LEVEL INCREASE.
- ② CALCULATE STATISTICS.
- ③ CHOOSE YOUR SKILLS: SPEND 12 POINTS, 1 POINT PER DIE LEVEL INCREASE. NOTE STARTING SKILLS IN RED ARE AT D4.
- ④ HINDRANCES: SELECT TWO MAJORS OR ONE MAJOR AND TWO MINORS FROM THE APPROVED LIST.
- ⑤ EDGES: CHOOSE 2 EDGES FROM THE APPROVED LIST
- ⑥ POWERS: CHOOSE 1 ARCANE BACKGROUND EDGE FOR POWERS
- ⑦ ARMOR: PICK 1 ARMOR FROM THE LIST. ADD TO YOUR TOUGHNESS.
- ⑧ WEAPONS: PICK 2 WEAPONS FROM THE LIST.
- ⑨ GEAR: WRITE DOWN UP TO 4 KEY THINGS YOU OWN.
- ⑩ CASH: ROLL 2D4, SUBTRACT THE QTY OF GEAR YOU HAVE AND MULTIPLY BY \$100.
- ⑪ FINISH HER: NAME, DESCRIPTION, RACE, ETC.

**IF YOU'VE PLAYED SAVAGE WORLDS BEFORE, THIS STREAMLINED VERSION OF CHARACTER CREATION IS NOT MEANT TO CREATE BALANCED CHARACTERS BUT PLAYABLE ONES. THE LISTS ARE MEANT TO EXPEDITE CREATION WITHOUT CALCULATION OR COMPLEXITY. NOT ALL HINDRANCES, EDGES, AND POWERS ARE SHOWN. MANY ARE ALTERED SLIGHTLY FROM THE ORIGINAL DESCRIPTIONS.*

HINDRANCES

Arrogant (Major): challenge the most powerful foe in combat.

Bad Eyes (Minor/Major): -1/-2 to all Trait rolls dependent on vision.

Bad Luck (Major): start with one less Benny per session.

Big Mouth (Minor): Unable to keep secrets

Cautious (Minor): plans extensively and/or is overly careful.

Clueless (Major): -1 to Common Knowledge and Notice rolls.

Clumsy (Major): -2 to Athletics and Stealth rolls.

Code of Honor (Major): keeps his word and acts like a gentleman.

Curious (Major): wants to know about everything.

Doubting Thomas (Minor): doesn't believe in the supernatural, **Driven**

(Minor/Major): driven by some important goal or belief.

Elderly (Major): -1 to Pace, running, Agility, Strength, and Vigor..

Greedy (Minor/Major): obsessed with wealth and material possessions.

Habit (Minor/Major): Addicted to something, suffers Fatigue if deprived.

Hard of Hearing (Minor/Major): -4 to Notice sounds; automatic failure if completely deaf.

Heroic (Major): always helps those in need.

Impulsive (Major): The hero leaps before he looks.

Jealous (Minor/Major): The individual covets what others have.

Loyal (Minor): The hero is loyal to his friends and allies.

Obese (Minor): Size +1, Pace -1 and running die of d4

Overconfident (Major): The hero believes she can do anything.

Phobia (Minor/Major): afraid of something, subtracts -1/-2 from all Trait rolls in its presence.

Quirk (Minor): some minor but persistent foible that often annoys others.

Secret (Minor/Major): has a dark secret of some kind.

Small (Minor): Size and Toughness are reduced by 1.

Stubborn (Minor): wants his way and rarely admits his mistakes.

Ugly (Minor/Major): subtracts 1 or 2 from Persuasion rolls.

Young (Minor/Major): +1/+2 and two extra Bennies per session.

EDGES

Ace may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.

Acrobat Free reroll on acrobatic Athletics attempts.

Alertness +2 to Notice rolls.

Ambidextrous Ignore -2 penalty when making Trait rolls with off-hand.

Arcane Background Allows access to the Arcane Backgrounds (See Powers Section)

Arcane Resistance +2 to Trait rolls to resist magical effects; magical damage is reduced by 2.

Aristocrat +2 to Common Knowledge and networking with upper class.

Assassin +2 to damage foes when Vulnerable or assassin has The Drop.

Attractive +1 to Performance and Persuasion rolls.

Beast Bond the hero may spend Bennies for animals under her control.

Beast Master Animals like your hero and he has a pet of some sort. See text.

Block +1 Parry, ignore 1 point of Gang Up bonus.

Brave +2 to Fear checks and -2 to rolls on the Fear Table.

Champion +2 damage vs. supernaturally evil creatures.

Charismatic Free reroll when using Persuasion.

Combat Reflexes +2 Spirit to recover from being Shaken.

Command +1 to Extras' Shaken recovery rolls in Command Range.

Common Bond The hero may freely give her Bennies to others.

Connections Contacts provide aid or other favors once per session.

Counterattack Free attack against one foe per turn who failed a Fighting roll.

Danger Sense Notice roll at +2 to sense ambushes or similar events.

Dead Shot Once per turn, double damage from Athletics (throwing) or Shooting roll when dealt a Joker.

Dodge -2 to be hit by ranged attacks.

Elan +2 when spending a Benny to reroll a Trait roll.

Fame +1 Persuasion rolls when recognized (Common Knowledge)

Famous +2 Persuasion when recognized

Fast Healer +2 Vigor when rolling for natural healing; check every 3 days.

Feint You may choose to make foe resist with Smarts instead of Agility during a Fighting Test.

First Strike Free Fighting attack once per round when foe moves within Reach.

Fleet-Footed Pace +2, increase running die one step.

Frenzy Roll a second Fighting die with up to one extra melee attacks per turn.

Giant Killer +1d6 damage vs. creatures three Sizes larger or more.

Hard to Kill Ignore Wound penalties when making Vigor rolls to avoid Bleeding Out.

Healer +2 to Healing rolls, magical or otherwise.

Humiliate Free reroll when making Taunt rolls.

Investigator +2 to Research and certain types of Notice rolls.

Jack-of-all-Trades Gain d4 in a skill (or d6 with a raise) until replaced.

Level Headed Draw an additional Action Card each round and choose which one to use.

Liquid Courage Alcohol increases Vigor a die type and ignores one level of Wound penalty; -1 to Agility, Smarts, and related skills.

Luck +1 Benny at the start of each session.

Martial Artist Unarmed Fighting +1, add d4 damage die to unarmed Fighting attacks (or increase die a step if you already have it).

McGyver Quickly create improvised devices from scraps.

Menacing +2 to Intimidation.

Mighty Blow Once per turn, double Fighting damage when dealt a Joker.

Mr. Fix It +2 to Repair rolls, half the time required with a raise.

Nerves of Steel Ignore one level of Wound penalties.

No Mercy +2 damage when spending a Benny to reroll damage.

Provoke May "provoke" foes with a raise on a Taunt roll.

Quick The hero may discard and redraw Action Cards of 5 or lower.

Rabble-Rouser Once per turn, affect all foes in a Medium Blast Template with an Intimidation or Taunt Test.

Rapid Fire Increase RoF by 1 for one Shooting attack per turn.

Rich Character starts with three times the starting funds VORL

Scavenger May find a needed item once per encounter.

Scholar +2 to any one "knowledge" skill.

Soldier Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

Streetwise +2 to Common Knowledge and criminal networking.

Strong Willed +2 to resist Smarts or Spirit-based Tests.

Sweep Fighting roll at -2 to hit all targets in weapon's Reach, no more than once per turn.

Thief +1 Thievery, Athletics rolls made to climb, Stealth in urban environments.

Two-Fisted Make one extra Fighting roll with a second melee weapon in the off-hand at no Multi-Action penalty.

Two-Gun Kid Make one extra Shooting (or Athletics (throwing) roll with a second ranged weapon in the off-hand at no Multi-Action penalty.

Woodsmen +2 to Survival and Stealth in the wilds.

Work the Room Once per turn, roll a second die when Supporting via Performance or Persuasion and apply result to additional ally.

POWERS

Arcane Background (Gifted): Focus skill. 1 Power

Arcane Background (Magic): Spellcasting skill. 3 Powers

Arcane Background (Miracles): Faith skill. 3 Powers

Arcane Background (Psionics): Psionics skill. 3 Powers

Arcane Background (Weird Science): Weird Science skill. Powers.

Arcane Protection Enemy casters subtract 2 (4 with a raise) when targeting this character; reduces damage a like amount.

Banish **Opposed** roll vs Spirit to banish entities.

Barrier 5 Creates 5.(10 yards) long, 1.(2 yards) tall,Hardness 10 barrier.

Beast Friend Controls animals.

Blast 2d6 damage in Medium Blast Template.

Blind Inflicts -2/-4 penalty to victims.

Bolt 2d6 ranged attack.

Boost/Lower Trait Increases or decreases a skill or attribute.

Burrow Target tunnels through the earth.

Burst Cone-shaped attack for 2d6 damage.

Confusion Makes target Distracted and Vulnerable.

Damage Field Creates aura that causes 2d4 damage.

Darksight Ignore up to 4 points of illumination penalties, or 6 with a raise.

Deflection -2/-4 to attack recipient.

Detect/Conceal Arcana Detects magic for Duration 5 or conceals it for one hour.

Disguise Target looks like someone else.

Dispel Negates magical effects.

Divination Caster asks questions of entities.

Elemental Manipulation Allows minor manipulation of basic elements.

Empathy Opposed roll vs Spirit to add +2 to social attacks for the Duration of the power.

Entangle Bind or Entangle foes.

Environmental Protection Protect target from hazardous

environments.

Farsight See detail at great distance; halves Range penalties with a raise.

Fear Causes Fear check.

Fly Target flies at Pace 12..

Growth/Shrink Increases or decreases Size.

Havoc Targets in MBT or Cone are Distracted and may be hurled.

Healing Restores Wounds less than an hour old.

Illusion Creates imaginary images.

Intangibility Target becomes incorporeal.

Invisibility Target is invisible (-4/-6 to affect).

Light/Darkness Creates or dispels illumination.

Mind Link Mental link within one mile (5 with raise).

Mind Reading Opposed roll vs Smarts to read mind.

Mind Wipe Removes and alters memories.

Object Reading Reveals last five years of an object's history(100 years with a raise).

Protection Grants Armor +2/+4.

Puppet Opposed roll vs Spirit to control target.

Relief Removes Fatigue, Shaken; & Stun with raise.

Resurrection Brings the dead back to life.

Shape Change Caster takes on the form of various beings.

Sloth/Speed Increases or decreases movement.

Slumber Puts victims to sleep.

Smite Increase a weapon's damage by +2/+4.

Sound/Silence Create or mute sound.

Speak Language Caster can speak and understand languages.

Stun Target is Stunned.

Summon Ally Conjures an ally of various sorts.

Telekinesis Moves items with Strength of d10 (d12 with a raise).

Teleport Character teleports up to 12. distant.

Wall Walker Character can walk on walls at half Pace (full Pace with raise).

Warrior's Gift Grant target a Combat Edge.

Zombie Raises and controls the undead.

ARMOR

Thick Coat, Leather Jacket +1

Flak Jacket +2

Kevlar Vest +2

Body Armor +6

Shields +1 to +3

WEAPONS

Axe, Hand Str+d6

Axe, Battle Str+d8

Club, Light Str+d4

Club, Heavy Str+d6

Dagger/Knife Str+d4

Halberd Str+d8

Katana Str+d6+1

Mace Str+d6

Rapier Str+d4

Spear Str+d6

Staff Str+d4

Sword, Great Str+d10

Sword, Long Str+d8

Sword, Short Str+d6

Brass Knuckles Str+d4

Chainsaw 2d6+4

Switchblade Str+d4

Molecular Knife Str+d4+2

Molecular Sword Str+d8+2

Laser Sword Str+d6+8

Compound Bow Str+d6

Derringer (.41) 2d4

Police Revolver (.38) 2d6

Colt Peacemaker (.45) 2d6+1

Smith & Wesson (.357) 2d6+1

Desert Eagle (.50) 2d8

Glock (9mm) 2d6

Ruger (.22) 2d4

Uzi (9mm) 2d6

Shotguns:

Double-Barrel 1-3d6

Pump Action 1-3d6

Sawed-Off DB 1-3d6

Hunting Rifle (.308) 2d8

AK47 2d8+1

M-16 (5.56mm) 2d8

Laser Pistol 2d6

Laser Rifle 3d6