~ Savage Worlds Character Creation Checklist v2 ~

Character Points					
You have 5 points to spend					
Agility	d4 +		= d		
Smarts	d4 +		= d		
Spirit	d4 +		= d		
Strength	d4 +		= d		
Vigor	d4 +		= d		
	You hav Agility Smarts Spirit Strength	You have 5 point Agility d4 + Smarts d4 + Spirit d4 + Strength d4 +	You have 5 points to specifications Agility d4 + Smarts d4 + Spirit d4 + Strength d4 +		

Skill Points				
You have 15 (17*) points to spend				
Boating	(AG) + d			
Climbing	(STR) + d			
Driving	(AG) + d			
Evade*	(AG) <u>+ d</u>			
Fighting	(AG) + d			
Gambling	(SM) <u>+ d</u>			
Guts	(SP) <u>+ d</u>			
Healing	(SM) + d			
Intimidation	(SP) + d			
Investigation	(SM) + d			
Knowledge	(SM) + d			
	(SM) + d			
	(SM) + d			
	(SM) + d			
Lockpicking	(AG) $+ d$			
Notice	(SM) + d			
Persuasion	(SP) + d			
Piloting	(AG) + d			
Repair	(SM) + d			
Riding	(AG) + d			
Shooting	(AG) + d			
Stealth	(AG) + d			
Streetwise	(SM) + d			
Survival	(SM) + d			
Swimming	(AG) + d			
Taunt	(SM) + d			
Throwing	(AG) + d			
Tracking	(SM) + d			
	<u>+ d</u>			
	<u>+ d</u>			
	+ d			
	<u>+ d</u>			
* House rule -	See GM for details			

Hindrance	Major/Minor	Points
Total Poir	nts (from Hindrances) =	
For two points you can:	For one point you can:	
* Raise an attribute one die type	* Gain another skill point	
* Choose an Edge	* Gain additional money equal to your starting	g funds
Choice Made	Book & Page #	Points Use
		(Human Edge
		(Free Edge)

Leveli	ing		
* Gain	a new Edge	* Increase 2 skills, less than it's linked attribute	
* Add a	* Add a new skill at d4		
* Increa	ase a skill, equa	to or greater than linked attribute	
XP	Rank	Choice Made Book & Page #	
5	Novice		
10	Novice		
15	Novice		
20	Seasoned		
25	Seasoned		
30	Seasoned		
35	Seasoned		
40	Veteran		
45	Veteran		
50	Veteran		
55	Veteran		
60	Heroic		
65	Heroic		
70	Heroic		
75	Heroic		
80	Legend		
90	Legend		
100	Legend		
110	Legend		
120	Legend		

Notes:	