

~ Savage Worlds Character Creation Checklist v2 ~

1 Character Points

You have 5 points to spend

Agility	d4 + _____	= d
Smarts	d4 + _____	= d
Spirit	d4 + _____	= d
Strength	d4 + _____	= d
Vigor	d4 + _____	= d

3 Skill Points

You have 15 (17*) points to spend

Boating	(AG)	+ d
Climbing	(STR)	+ d
Driving	(AG)	+ d
Evade*	(AG)	+ d
Fighting	(AG)	+ d
Gambling	(SM)	+ d
Guts	(SP)	+ d
Healing	(SM)	+ d
Intimidation	(SP)	+ d
Investigation	(SM)	+ d
Knowledge	(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
_____		+ d
_____		+ d
_____		+ d
_____		+ d

* House rule - See GM for details

2 Hindrances

You may choose one Major (2 points) and two Minor (1 point) hindrances

Hindrance	Major/Minor	Points
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Total Points (from Hindrances) = _____

For two points you can:

- * Raise an attribute one die type
- * Choose an Edge

For one point you can:

- * Gain another skill point
- * Gain additional money equal to your starting funds

Choice Made

Book & Page

Points Used

(Human Edge)

(Free Edge)

Leveling

- * Gain a new Edge
- * Add a new skill at d4
- * Increase a skill, equal to or greater than linked attribute
- * Increase 2 skills, less than it's linked attribute
- * Increase one attribute, once per Rank

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: