

Savage Worlds Character Creation Checklist

Characteristic Points

You have 5 points to spend

Agility + _____
 Smarts + _____
 Spirit + _____
 Strength + _____
 Vigor + _____

Skill Points

You have 15 points to spend

Boating + _____
 Climbing + _____
 Driving + _____
 Fighting + _____
 Gambling + _____
 Guts + _____
 Healing + _____
 Intimidation + _____
 Investigation + _____
 Knowledge + _____
 _____ + _____
 _____ + _____
 _____ + _____
 Lockpicking + _____
 Notice + _____
 Persuasion + _____
 Piloting + _____
 Repair + _____
 Shooting + _____
 Stealth + _____
 Streetwise + _____
 Survival + _____
 Swimming + _____
 Taunt + _____
 Throwing + _____
 Tracking + _____
 _____ + _____
 _____ + _____
 _____ + _____
 _____ + _____
 _____ + _____
 _____ + _____

Hindrances

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

Hindrance	Level	Points
_____	_____	_____
_____	_____	_____
_____	_____	_____

Total Points _____

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

Points Used

_____	_____
_____	_____
_____	_____

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

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	_____
130 - Legend	_____

NOTES