

Savage Worlds

CHARACTER JOURNAL

Character Name:

Race / Culture:

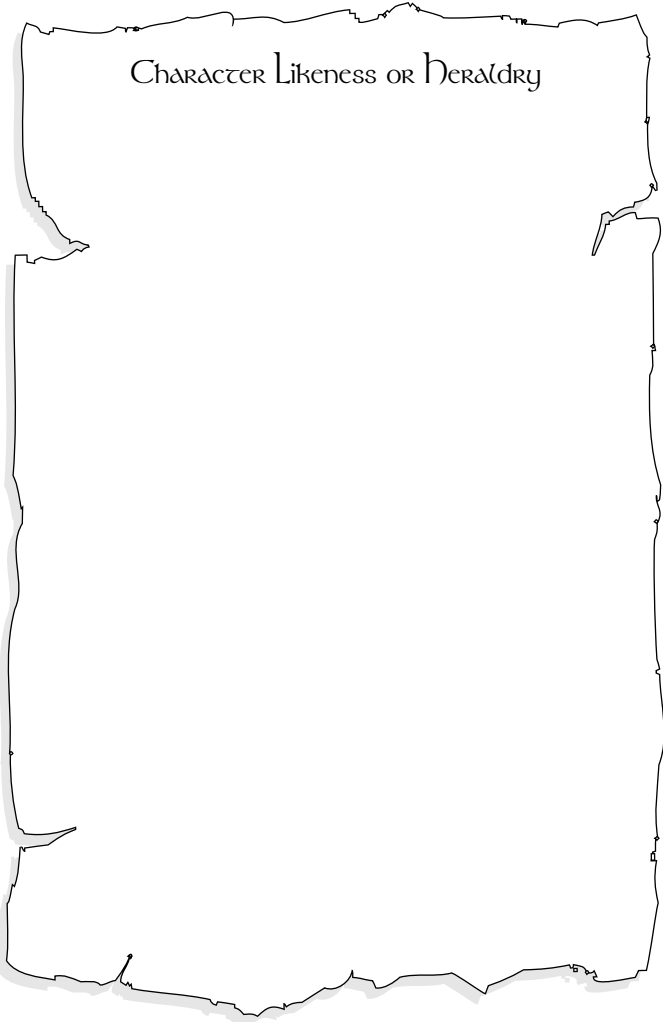
Birthplace:

Citizenship:

XP earned:

Rank:

Background:



Languages

Literate? [] [] []

Player: _____

GGM / Setting: _____

Character Name: _____

Die Type	ATTRIBUTES	Base	DERIVED ATTRIBUTES	Modified
d	Agility	_____	Pace [Ground]	_____
d	Smarts	_____	Pace [Swim]	_____
d	Spirit	_____	Pace [Climb]	_____
d	Strength	_____	Darry*	_____
d	Vigor	_____	Toughness**	_____
			Charisma	_____


WOUNDS

-1 ○

-2 ○

-3 ○

↓

INCAP 

FATIGUE

↑

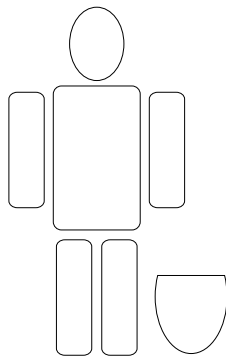
-2 ○

-1 ○

Wound Effects

ARMOR WORN

PROTECTION



Combat Related Modified

Weapons / Attacks

Skill

Damage

RoF

Range

Wgt

Notes

Weapons / Attacks	Skill	Damage	RoF	Range	Wgt	Notes

Ammo Tracker





HINDRANCES

Large rectangular area with a torn paper border for recording hindrances.

Edges

Rank Earned

Large rectangular area with a torn paper border for recording edges and ranks earned.



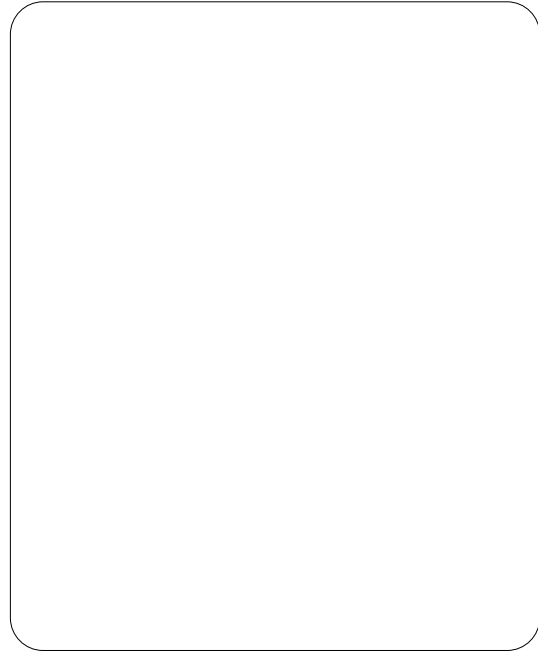
SKILLS

Die Type

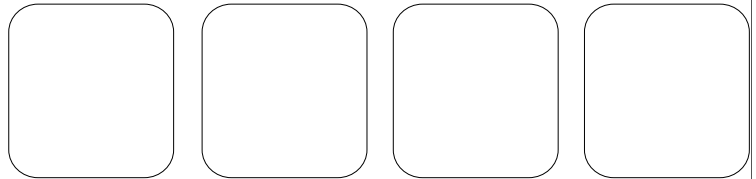
<input type="checkbox"/>	Boating (ag)
<input type="checkbox"/>	Climbing (sg)
<input type="checkbox"/>	Driving (ag)
<input type="checkbox"/>	Faith (sp)
<input type="checkbox"/>	Fighting (ag)
<input type="checkbox"/>	Gambling (sm)
<input type="checkbox"/>	Guts (sp)
<input type="checkbox"/>	Healing (sm)
<input type="checkbox"/>	Intimidation (sp)
<input type="checkbox"/>	Investigation (sm)
<input type="checkbox"/>	Knowledge (sm)
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	Lockpicking (ag)
<input type="checkbox"/>	Notice (sm)
<input type="checkbox"/>	Persuasion (sp)
<input type="checkbox"/>	Piloting (ag)
<input type="checkbox"/>	Repair (sm)
<input type="checkbox"/>	Riding (ag)
<input type="checkbox"/>	Shooting (ag)
<input type="checkbox"/>	Spell Casting (sm)
<input type="checkbox"/>	Stealth (ag)
<input type="checkbox"/>	Streetwise (sm)
<input type="checkbox"/>	Survival (sm)
<input type="checkbox"/>	Swimming (ag)
<input type="checkbox"/>	Taunt (sm)
<input type="checkbox"/>	Throwing (ag)
<input type="checkbox"/>	Tracking (sm)
<input type="checkbox"/>	_____

Equipment Carried & Worn

Pack/Carry Bag

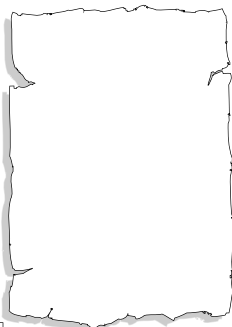


Pouches / Pockets

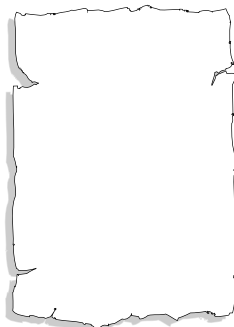


Weapons Carried

Jewelry Worn



Coins Carried



Total Weight Carried: _____

Weight Limit: _____

Encumbrance Penalty: _____

Arcane Background _____

AB Roll: _____



POWER (trappings)

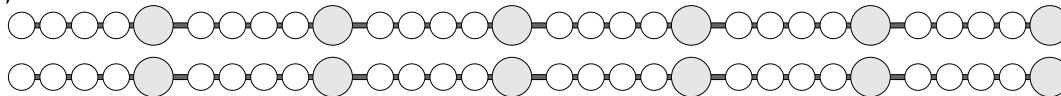
Drain

Range

Duration

Damage/Effect

POWER POINT TRACKER



Ally Name/Type: _____

Agility Pace DARRY Toughness


Smarts

Spirit Skills of Note: _____

Strength _____

Vigor _____

FATIGUE **INCAP**

(-1) (-2)  Special Abilities: _____

Notes/Gear: _____

Ammo Track

FULL

HIGH

LOW

OUT

Ally Name/Type: _____

Agility Pace DARRY Toughness


Smarts

Spirit Skills of Note: _____

Strength _____

Vigor _____

FATIGUE **INCAP**

(-1) (-2)  Special Abilities: _____

Notes/Gear: _____

Ammo Track

FULL

HIGH

LOW

OUT

Ally Name/Type: _____

Agility Pace DARRY Toughness


Smarts

Spirit Skills of Note: _____

Strength _____

Vigor _____

FATIGUE **INCAP**

(-1) (-2)  Special Abilities: _____

Notes/Gear: _____

Ammo Track

FULL

HIGH

LOW

OUT

Ally Name/Type: _____

Agility Pace DARRY Toughness


Smarts

Spirit Skills of Note: _____

Strength _____

Vigor _____

FATIGUE **INCAP**

(-1) (-2)  Special Abilities: _____

Notes/Gear: _____

Ammo Track

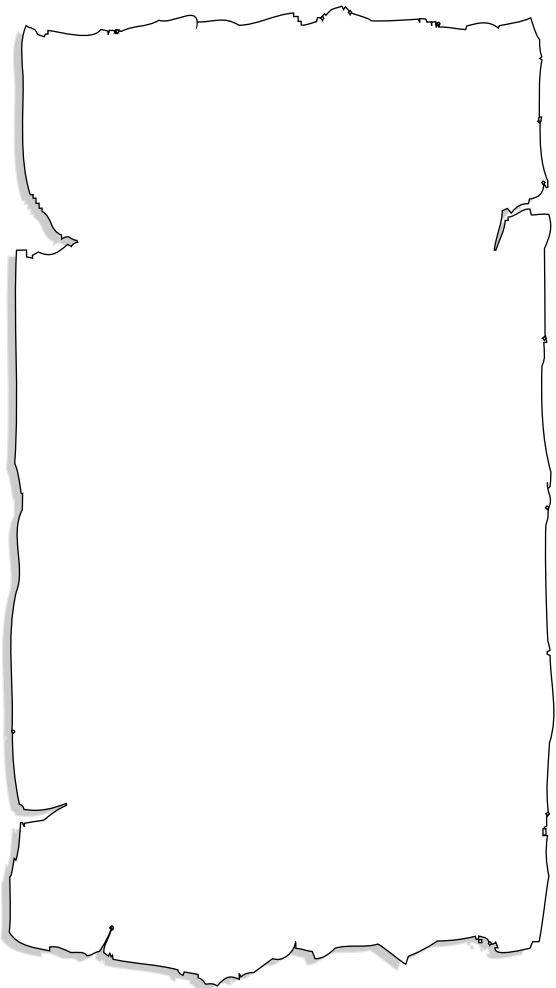
FULL

HIGH

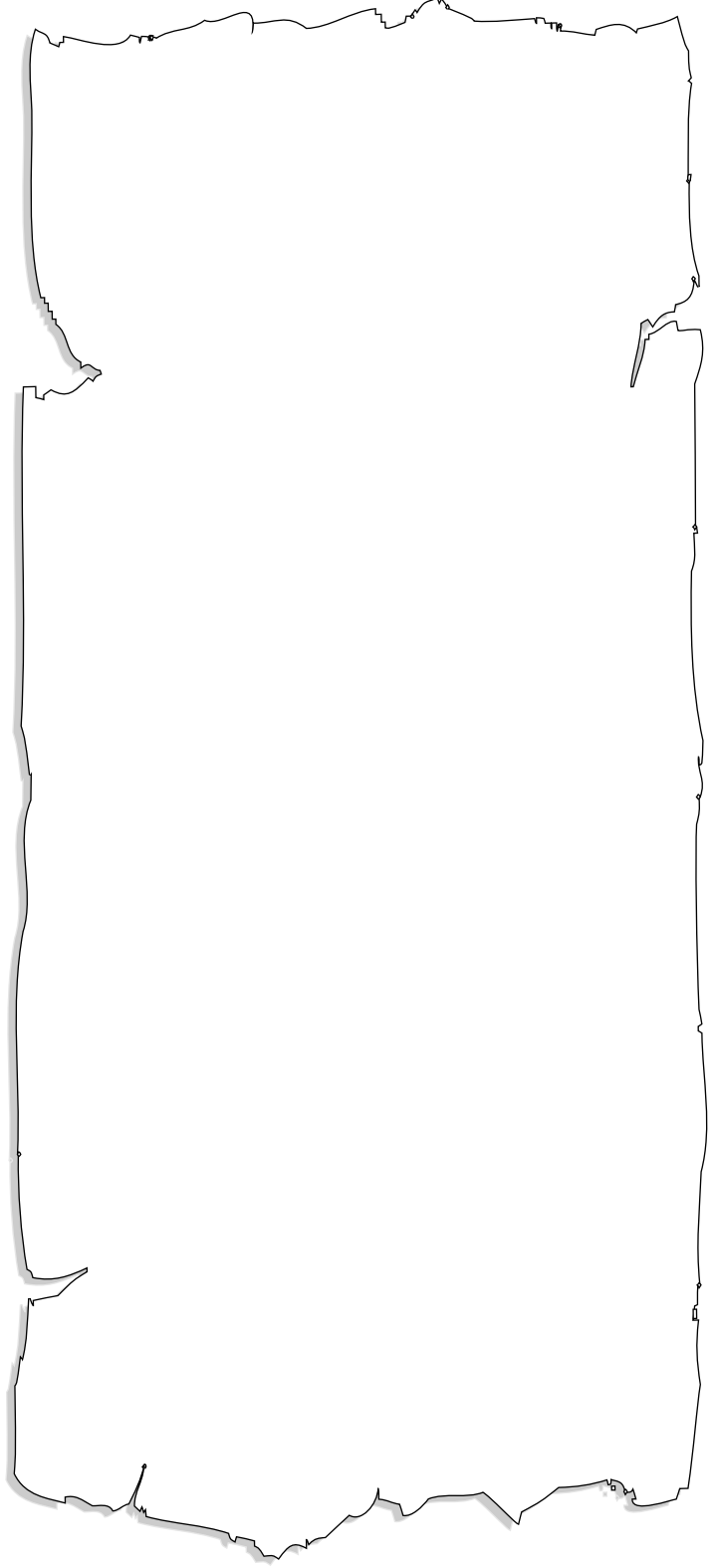
LOW

OUT

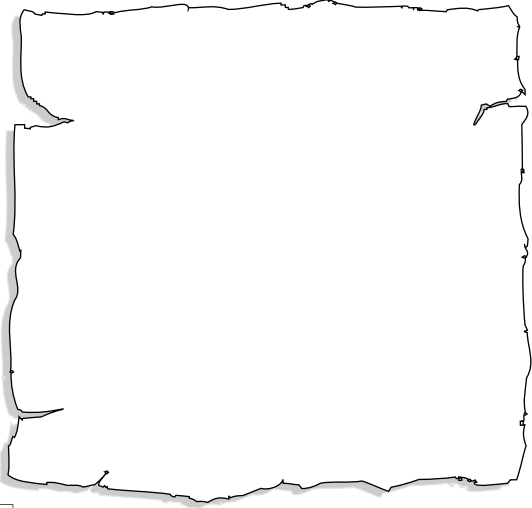
Contacts



Places of Interest



Items of Note



Additional Possessions / Notes

