

# Savage Worlds

Xp Rank Attr? PP?

Name	Jessamine Hunter, Xeno-Archeologist and Mission Leader		
Race	Human	Age	40
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)		
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

## Attributes

Agility *	d6
Smarts	d8
Spirit	d6
Strength *	d4
Vigor	d6

## Wounds

-1	-2	-3	INC
	-1	-2	

## Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		20	
Max Weight		80	

## Total Base Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	2	2	
Toughness (2+half Vigor)	5	5	Armor: 1 6
Charisma	0	0	

## Skills

Athletics (S) *	
Boating (A) *	
Driving (A) *	
Fighting (A) *	
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	d8
Knowledge (Sm)	-
-Life Sciences	d8
-Social Sciences	d8
Medicine (Sm)	
Notice (Sm)	d6
Persuasion (Sp)	d6
Piloting (A)	
Repair (Sm)	d4
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	
Shooting (A) *	d6
Stealth (A) *	
Streetwise (Sm)	d8
Survival (Sm)	
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

## Hindrances

Code of Honor (Major)	Character keeps his word and acts like a gentleman
Loyal (Minor)	The hero tries to never betray or disappoint his friends
Stubborn (Minor)	Hero always wants his way

## Effect

## Edges

Scholar	+2 to Knowledge: Life Sciences & Social Sciences
Investigator	+2 Investigation and Streetwise
Common Bond	May give Bennies to companions
Luck	+1 Bennie per session

## Effect

## Powers (Trapping) PP Duration Range Damage/Effect

PP																			

## Armor Type

## Armor

## Covers

## Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

## Weapon

## Range

## Damage

## ROF

## Shots

## Min. Str.

## Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto

### Equipment Carried

Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x2	2
Spacesuit Adhesive Patches (5)	0.5
Weight Carried	16.5
Load Limit	20
Multiple	

### Equipment Stored

Item	Weight

### Money

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### Character Sketch

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### Character Background /Notes

Part of the original xeno-archeological team that discovered the plans to the device, Professor Hunter was not part of the "Displacement Bomb" development team and brought on board late in the mission. Originally opposed to the device being used without fully understating the consequences, Professor Hunter came on board when the former mission leader Father Suyirat, a longtime colleague and dear friend, died because of the plague. Father Suyirat's dying wish was for Hunter to see the project to the end.

# Savage Worlds

Xp

Rank

Attr? PP?

Name	Araci Schulz, Clergy of the Church 2nd in Command		
Race	Human	Age	29
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes

Agility *	d6
Smarts	d6
Spirit	d8
Strength *	d6
Vigor	d6

Wounds

-1	-2	-3	INC
	-1	-2	

Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		30	
Max Weight		120	

Total

Base

Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	5	5	
Toughness (2+half Vigor)	5	5	Armor: 1 6
Charisma	2	0	2

Skills

Athletics (S) *	
Boating (A) *	
Driving (A) *	
Fighting (A) *	d6
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	d8
Investigation (Sm)	
Knowledge (Sm)	-
<i>-Religion</i>	d6
Medicine (Sm)	d6
Notice (Sm)	d8
Persuasion (Sp)	d8
Piloting (A)	d4
Repair (Sm)	
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	
Shooting (A) *	d4
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	
Taunt (Sm)	d6
Throwing (A) *	
Tracking (Sm)	

Hindrances

Effect

Heroic (Major)	Character always helps those in need
Vow (Minor)	Ordained Clergy of the Church of the Savior
Pacifist (Minor)	Character fights only in self-defense

Edges

Effect

Charismatic	Charisma +2
Hard to Kill	Ignore wound modifiers, only to Vigor rolls called for to resist Incapacitation or death
Strong Willed	+2 Intimidation and Taunt, +2 to resist Test of Wills
Diplomat	+2 to Persuasion rolls and +2 on Notice rolls to determine if someone you are talking to is worried, lying, hiding something etc. NPCs react better to you so you receive +1 on reaction table rolls.

Powers (Trapping)

PP

Duration Range

Damage/Effect

PP																			

Armor Type

Armor

Covers

Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

Weapon

Range

Damage

ROF

Shots

Min. Str.

Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto
Collapsable Staff	-	d6+d4	-	-	d6	

Equipment Carried

Item	Weight	
Spacesuit	10	
Laser Pistol	4	
Laser Battery (for weapon) x4	4	
Spacesuit Adhesive Patches (10)	1	
Handheld Computer	5	
Collapsable Staff	3	
Weight Carried	27	
Load Limit	30	Multiple

Equipment Stored

Item	Weight

Money

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Character Sketch

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Character Background /Notes

The only skeleton crew member originally meant to be a passenger in one of the arks. Araci was newly ordained when the plague struck in the greater parish of New Kirovohrad. Araci survived as other died all around, one of the very few humans immune to the plague. Transported to L-I8R71, when examined by the medical staff at the gateway station they discovered that Araci, while a survivor, was a carrier for the plague and was denied access to the arks. Araci was in turn recruited as part of the Church of the Savior Mission Command team but turned down a place in the pilgrimage to Earth to see the project to the end.

# Savage Worlds

Xp

Rank

Attr? PP?

Name	M. Delane, Mission Engineer		
Race	Human	Age	38
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes

Agility *	d6
Smarts	d8
Spirit	d8
Strength *	d4
Vigor	d6

Wounds

-1	-2	-3	INC
	-1	-2	

Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		20	
Max Weight		80	

Total

Base

Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	4	4	
Toughness (2+half Vigor)	5	5	Armor: 1 6
Charisma	0	0	

Skills

Athletics (S) *	d4
Boating (A) *	
Driving (A) *	
Fighting (A) *	d4
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	
Knowledge (Sm)	-
<i>-Astronautics</i>	d8
<i>-Material Sciences</i>	d8
Medicine (Sm)	
Notice (Sm)	d6
Persuasion (Sp)	d4
Piloting (A)	
Repair (Sm)	d8
Riding (A) *	
Security (Sm)	d6
Ship Ops (Sm)	d6
Shooting (A) *	d6
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	d4
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

Hindrances

Effect

Clueless (Major)	-2 to most Common Knowledge rolls
Cautious (Minor)	Character is overly careful
Loyal (Minor)	The hero tries to never betray or disappoint his friends

Edges

Effect

Common Bond	May give Bennies to companions
Luck	+1 Bennie per session
Level Headed	Act on best of two cards in combat

Powers (Trapping)

PP

Duration Range

Damage/Effect

Powers (Trapping)	PP	Duration	Range	Damage/Effect
PP				

Armor Type

Armor

Covers

Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

Weapon

Range

Damage

ROF

Shots

Min. Str.

Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto



# Savage Worlds

Xp Rank Attr? PP?

Pao Buzzato, Mission Technician			
Race	Human	Age	26
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

## Attributes

Agility *	d6
Smarts	d10
Spirit	d6
Strength *	d4
Vigor	d6

## Wounds

-1	-2	-3	INC
	-1	-2	

## Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		20	
Max Weight		80	

## Total Base Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	5	5	
Toughness (2+half Vigor)	5	5	Armor: 1 6
Charisma	-2	0	-2

## Skills

Athletics (S) *	d4
Boating (A) *	
Driving (A) *	
Fighting (A) *	d6
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	d8
Knowledge (Sm)	-
Medicine (Sm)	
Notice (Sm)	
Persuasion (Sp)	
Piloting (A)	d4
Repair (Sm)	d6
Riding (A) *	
Security (Sm)	d8
Ship Ops (Sm)	d6
Shooting (A) *	d4
Stealth (A) *	d4
Streetwise (Sm)	d6
Survival (Sm)	
Taunt (Sm)	d4
Throwing (A) *	
Tracking (Sm)	

## Hindrances

Curious (Major)	Character wants to know about everything
Big Mouth (Minor)	Unable to keep a secret, blabs at the worst time
Mean (Minor)	-2 to his Charisma for ill-temper and surliness

## Effect

## Edges

Alertness	+2 Notice
Jack of All Trades	No -2 for unskilled Smarts-based tests
Hacker	+2 to all Investigation rolls when using a computer and +2 on Security rolls when hacking a computer
Improvisational Fighter	Ignores the usual -1 penalty to attack and Parry for improvised weapons

## Effect

## Powers (Trapping) PP Duration Range Damage/Effect

PP					

## Armor Type

## Armor

## Covers

## Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

## Weapon

## Range

## Damage

## ROF

## Shots

## Min. Str.

## Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto

Equipment Carried

Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x1	1
Spacesuit Adhesive Patches (10)	1
Handheld Computer (hacked)	2
Weight Carried	18
Load Limit	20
Multiple	

Equipment Stored

Item	Weight

Money

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Character Sketch

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Character Background /Notes

<p>A child prodigy Pao Buzzato was convicted of cybercrimes and corporate espionage as a teen in the Central Systems. Saved from a lengthy prison sentence by Church of the Savior missionaries who accepted responsibility for the teen and offered transport off system, Pao was given purpose when recruited by the Technical Services Branch of the Church's Exploratory Corps. In the few unexplored corners of the galaxy Pao supported xeno-archeology and xeno-engineering teams and was brought on board as a junior member of this mission tech services based on expertise. Pao volunteered to be part of the skeleton crew overseeing final detonation just to see if this crazy plan will work.</p>
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# Savage Worlds

Xp Rank Attr? PP?

Name	Zhenya Abraham, Medical Doctor		
Race	Human	Age	39
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

## Attributes

Agility *	d6
Smarts	d8
Spirit	d6
Strength *	d6
Vigor	d6

## Wounds

-1	-2	-3	INC
	-1	-2	

## Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		30	
Max Weight		120	

## Total Base Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	5	5	
Toughness (2+half Vigor)	5	5	Armor: 1 6
Charisma	2	0	2

## Skills

Athletics (S) *	d4
Boating (A) *	
Driving (A) *	
Fighting (A) *	d6
Gambling (Sm)	
Medicine (Sm)	d8
Intimidation (Sp)	d4
Investigation (Sm)	d6
Knowledge (Sm)	-
<i>-Life Sciences</i>	d8
Medicine (Sm)	
Notice (Sm)	d8
Persuasion (Sp)	d6
Piloting (A)	
Repair (Sm)	
Riding (A) *	d4
Security (Sm)	d4
Ship Ops (Sm)	
Shooting (A) *	d6
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

## Hindrances

Arrogant (Major)	Must humiliate opponent, challenge the 'leader'
Vow (Minor)	Hipocratic Oath
Vengeful (Minor)	Character holds a grudge

## Effect

## Edges

## Effect

Healer	+2 Medicine
Charismatic	Charisma +2
Martial Artist	Never considered unarmed, +d4 to unarmed damage rolls

## Powers (Trapping) PP Duration Range Damage/Effect

PP					

## Armor Type

## Armor

## Covers

## Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

## Weapon

## Range

## Damage

## ROF

## Shots

## Min. Str.

## Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto
Gyrojet Rifle	24/48/96	2d8	3	10	-	No recoil in zero-g



# Savage Worlds

Xp

Rank

Attr? PP?

Name	Jasbinder "Jazz" Gomez, Mission Pilot		
Race	Human	Age	34
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes

Agility *	d10
Smarts	d6
Spirit	d6
Strength *	d6
Vigor	d6

Wounds

-1	-2	-3	INC
	-1	-2	

Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		30	
Max Weight		120	

Total

Base

Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	6	6	
Toughness (2+half Vigor)	5	5	Armor: 3 8
Charisma	0	0	

Skills

Athletics (S) *	
Boating (A) *	
Driving (A) *	
Fighting (A) *	d8
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	
Knowledge (Sm)	-
-Astrogation	d6
Medicine (Sm)	
Notice (Sm)	d6
Persuasion (Sp)	
Piloting (A)	d12
Repair (Sm)	
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	d6
Shooting (A) *	d10
Stealth (A) *	
Streetwise (Sm)	d4
Survival (Sm)	
Taunt (Sm)	d4
Throwing (A) *	
Tracking (Sm)	

Hindrances

Effect

Overconfident (Major)	The hero believes he can do anything
Death Wish (Minor)	Hero wants to die after completing this mission
Loyal (Minor)	The hero tries to never betray or disappoint his friends

Edges

Effect

Ace	+2 to Boating, Driving, Piloting; may make Soak rolls for vehicle at -2
Quick	Discard draw of 5 or less for new card

Powers (Trapping)

PP

Duration Range

Damage/Effect

PP																			

Armor Type

Armor

Covers

Notes

Spacesuit, armored	3	Full body	+4 Vigor vs heat and cold

Weapon

Range

Damage

ROF

Shots

Min. Str.

Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto
Gyrojet Rifle	24/48/96	2d8	3	10	-	No recoil in zero-g

Equipment Carried

Item	Weight	
Spacesuit	12	
Laser Pistol	4	
Laser Battery (for weapon) x3	3	
Spacesuit Adhesive Patches (10)	1	
Handheld Computer	5	
Gyrojet Rifle	3	
Gyrojet Ammo x3	1.5	
Weight Carried	29.5	
Load Limit	30	Multiple

Equipment Stored

Item	Weight

Money

Character Sketch

Character Background /Notes

Jazz was more comfortable piloting a ship than doing anything else, the latest in a long line of space jockeys. When confronted with the Great Plague Jasbinder suddenly realized that there is no one left to carry on a tradition begun generations ago. While not old by any stretch of the imagination Jazz did mentor most of the younger pilots attached to the mission, including those assigned to the arks, which will hopefully help the survivors once they arrive wherever they are going. Jazz is beginning to feel symptoms of the plague and knows that then end is inevitable, but knows that the skeleton crew may need to leave the system in a hurry and there is no better pilot than Jazz for the job.

# Savage Worlds

Xp	Rank	Attr?	PP?
20	Novice (0-20)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	Seasoned (21-40)	<input type="checkbox"/>	<input type="checkbox"/>
	Veteran (41-60)	<input type="checkbox"/>	<input type="checkbox"/>
	Heroic (61-80)	<input type="checkbox"/>	<input type="checkbox"/>
	Legendary (81+)	<input type="checkbox"/>	<input type="checkbox"/>

Name	Morgan Ixiana, Co-Pilot and Vehicle Maintenance		
Race	Human	Age	47
Setting	The End is Near	Height	
Player		Weight	

Attributes	
Agility *	d6
Smarts	d10
Spirit	d6
Strength *	d4
Vigor	d6

Wounds			
-1	-2	-3	INC
	-1	-2	

	Total	Base	Mods
Pace <small>(base 6")</small>	4	6	-2
Parry <small>(2+half Fighting)</small>	4	4	
Toughness <small>(2+half Vigor)</small>	5	5	Armor: 1 6
Charisma	-2	0	-2

Fatigue			
*Encumbrance Penalty			
-1	-2	-3	
Load Limit		20	
Max Weight		80	

Skills	
Athletics (S) *	
Boating (A) *	
Driving (A) *	
Fighting (A) *	d4
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	
Knowledge (Sm)	-
<i>-Astrogation</i>	d6
Medicine (Sm)	
Notice (Sm)	d10
Persuasion (Sp)	
Piloting (A)	d6
Repair (Sm)	d12
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	d10
Shooting (A) *	d6
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

Hindrances	Effect
Lame (Major)	-2 Pace and running die is a d4
Ugly (Minor)	-2 Charisma due to appearance
Loyal (Minor)	The hero tries to never betray or disappoint his friends

Edges	Effect
Alertness	+2 Notice
Danger Sense	Notice at -2 to detect surprise attacks/danger
McGyver	May improvise temporary gadgets

Powers (Trapping)	PP	Duration	Range	Damage/Effect
PP				

Armor Type	Armor	Covers	Notes
Spacesuit	1	Full body	+4 Vigor vs heat and cold

Weapon	Range	Damage	ROF	Shots	Min. Str.	Notes
Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto



# Savage Worlds

Xp Rank Attr? PP?

Name	Hikaru Vasile, Security Chief		
Race	Human	Age	168
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

## Attributes

Agility *	d10
Smarts	d6
Spirit	d8
Strength *	d4
Vigor	d4

## Wounds

-1	-2	-3	INC
	-1	-2	

## Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit	20		
Max Weight	80		

## Total Base Mods

Pace (base 6")	5	6	-1
Parry (2+half Fighting)			
Toughness (2+half Vigor)	4	4	Armor: 3 7
Charisma	0	0	

## Skills

Athletics (S) *	d4
Boating (A) *	
Driving (A) *	
Fighting (A) *	d10
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	d6
Investigation (Sm)	d4
Knowledge (Sm)	-
Medicine (Sm)	
Notice (Sm)	d6
Persuasion (Sp)	d4
Piloting (A)	
Repair (Sm)	
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	
Shooting (A) *	d12
Stealth (A) *	
Streetwise (Sm)	d4
Survival (Sm)	d6
Taunt (Sm)	
Throwing (A) *	d6
Tracking (Sm)	d6

## Hindrances

Elderly (Major)	Pace -1, -1 to Strength and Vigor die types; +5 skill points for any skill linked to Smarts
All Thumbs (Minor)	-2 Repair; Roll of 1 causes malfunction
Enemy (Minor)	Character has a recurring nemesis of some sort

## Effect

## Edges

## Effect

Command	+1 to troops recovering from being Shaken
Inspire	+1 to Spirit rolls of all troops in command
Hard to Kill	Ignore wound modifiers, only to Vigor rolls called for to resist Incapacitation or death
Elan	+2 when spending a Benny on a Trait roll (including Soak rolls)

## Powers (Trapping) PP Duration Range Damage/Effect

PP					

## Armor Type

## Armor

## Covers

## Notes

Spacesuit, armored	3	Full body	+4 Vigor vs heat and cold

## Weapon

## Range

## Damage

## ROF

## Shots

## Min. Str.

## Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto
Molecular Knife	-	2d4	-	-	d4	AP2



# Savage Worlds

Xp

Rank

Attr? PP?

Name	Ash Stratton, Security Field Expert		
Race	Human	Age	27
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes

Agility *	d8
Smarts	d4
Spirit	d4
Strength *	d8
Vigor	d8

Wounds

-1	-2	-3	INC
	-1	-2	

Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		40	
Max Weight		160	

Total

Base

Mods

Pace (base 6")	6	6	
Parry (2+half Fighting)	7	7	
Toughness (2+half Vigor)	6	6	Armor: 3 9
Charisma	0	0	

Skills

Athletics (S) *	d8
Boating (A) *	
Driving (A) *	
Fighting (A) *	d10
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	d4
Investigation (Sm)	
Knowledge (Sm)	-
Medicine (Sm)	
Notice (Sm)	d4
Persuasion (Sp)	
Piloting (A)	
Repair (Sm)	
Riding (A) *	
Security (Sm)	
Ship Ops (Sm)	
Shooting (A) *	d8
Stealth (A) *	d6
Streetwise (Sm)	
Survival (Sm)	
Taunt (Sm)	
Throwing (A) *	d8
Tracking (Sm)	d4

Hindrances

Effect

Code of Honor (Major)	Character keeps his word and acts like a gentleman
Enemy (Minor)	Character has a recurring nemesis of some sort
Quirk (Minor)	Can never be still, fidgety

Edges

Effect

Martial Arts	Never considered unarmed, +d4 to unarmed damage rolls
Brawler	+2 to unarmed damage rolls
Nerves of Steel	Ignore 1 point of wound penalties
No Mercy	May spend Bennies on damage rolls

Powers (Trapping)

PP

Duration Range

Damage/Effect

PP																				

Armor Type

Armor

Covers

Notes

Spacesuit, armored	3	Full body	+4 Vigor vs heat and cold

Weapon

Range

Damage

ROF

Shots

Min. Str.

Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto
Unarmed attack	-	d8+d4+2	-	-	-	Not considered unarmed
Molecular Knife	-	d8+d4+2	-	-	d4	AP2
Gyrojet Rifle	24/48/96	2d8	3	10	-	No recoil in zero-g



# Savage Worlds

Xp Rank Attr? PP?

Name	Jean-Marie, Support Services		
Race	Human	Age	51
Setting	The End is Near	Height	
Player		Weight	

20	Novice (0-20)	<input checked="" type="checkbox"/>	
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

## Attributes

Agility *	d6
Smarts	d6
Spirit	d6
Strength *	d6
Vigor	d8

## Wounds

-1	-2	-3	INC
	-1	-2	

## Fatigue

\*Encumbrance Penalty

-1	-2	-3	
Load Limit		30	
Max Weight		120	

## Total Base Mods

Pace (base 6")	8	6	2
Parry (2+half Fighting)	5	5	
Toughness (2+half Vigor)	6	6	Armor: 1 7
Charisma	0	0	

## Skills

Athletics (S) *	d6
Boating (A) *	
Driving (A) *	
Fighting (A) *	d6
Gambling (Sm)	
Medicine (Sm)	
Intimidation (Sp)	
Investigation (Sm)	d4
Knowledge (Sm)	-
Medicine (Sm)	
Notice (Sm)	
Persuasion (Sp)	d6
Piloting (A)	d6
Repair (Sm)	d6
Riding (A) *	
Security (Sm)	d6
Ship Ops (Sm)	d6
Shooting (A) *	d6
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	d6
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

## Hindrances

Greedy (Minor)	Character is obsessed with wealth
Cautious (Minor)	Character is overly careful

## Effect

## Edges

Fleet Footed	+2 Pace, d10 running die instead of d6
Luck	+1 Benny per session
Smuggler	+2 to Persuasion rolls when speaking to law enforcement officials and +2 on Piloting when you try to stay undetected while flying your ship

## Effect

## Powers (Trapping) PP Duration Range Damage/Effect

PP				

## Armor Type

## Armor

## Covers

## Notes

Spacesuit	1	Full body	+4 Vigor vs heat and cold

## Weapon

## Range

## Damage

## ROF

## Shots

## Min. Str.

## Notes

Laser Pistol	15/30/60	1-3d6	1	24	-	Semi-Auto

### Equipment Carried

Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x4	4
Spacesuit Adhesive Patches (10)	1
Handheld Computer	5
Techkit	5
Weight Carried	
Load Limit	30
Multiple	29

### Equipment Stored

Item	Weight

### Money

### Character Sketch

### Character Background /Notes

Jean-Marie was once a labor leader, business owner and political figure in the Colonies. When the systems were integrated into the Cooperation Sphere the resulting economic collapse left Jean-Marie destitute. Never one to give up Jean-Marie began a new life as a merchant ferrying cargo across the galaxy, both legal and otherwise. The smuggler was captured and tried but given another chance by working with the Church of the Savior. Within the Church’s vast structure Jean-Marie became instrumental in the Support Services branch, the unglamorous job of supplying and ensuring day to day operations continued without a hitch. With family and friends in the arks, when the Support Services staff was dismissed Jean Marie volunteered to stay behind and see this endeavor to the very end.