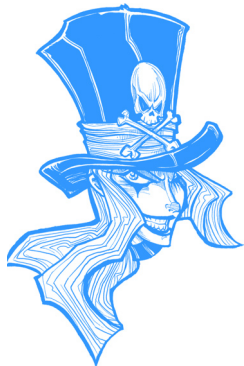# Wild Cards!

CONSTRUCTION SET

A SAVAGE WORLDS SUPPLEMENT
THROWN TOGETHER FROM BITS-N-PIECES
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INTRODUCTION

Hi! I'm Whiplash Cindy, and I'm here to welcome you to The Wild Cards! Construction Set. What follows is a supplement to the Savage Worlds RPG meant to provide a fast, furious and fun way for players and GMs to generate background details for their Wild Cards. Whew! This guide will attempt to cover a multitude of genres while overall it intends to inspire more than instruct. Players and GMs should feel free to take and use what they can from these pages and are invited to come up with their own additions to fit their particular campaign.

Using the Wild Card Construction Set is, for the most part, the same as generating a character using the *Test Drive Rules for Savage Worlds*. Those rules can be found at the Pinnacle Entertainment Group web site (http://www.peginc.com). What's been added is a few charts and tables at various steps along the way to help provide some meat to the bones of your character. So let's get started and I'll see you at the finish...

WILD CARD! CREATION

1) RACE
Start by choosing your race as per the SW: Test Drive Rules.

1A) STYLE
They say that clothes make the character, but at the same time, you shouldn't judge a book by its cover. Style is the outward appearance of the character, the first impression the character makes. What do these details reveal or conceal about your character?

The set of tables to the right cover a multitude of genres and the styles, hairstyles, and accessories that define them. Whether you pick and choose, roll, or even create your own, these tables are just a starting point. Just keep in mind the appropriateness to the GM's campaign.

2) TRAITS
Chosen and calculated as per the SW: Test Drive Rules.

3) EDGES & HINDRANCES
For the most part these are the same as the SW: Test Drive Rules.

3A) RELATIVE AGE
There are two major Hindrances provided in the Test Drive Rules pertaining to the relative age of the character: Elderly and Young. Each has its own set of modifications to the character and determines the relative age of the character. The term "relative age", comprised of young, adult, and elderly, is used in this guide to cover the range of ages of the various long and short lived races. Relative age also determines the number of Life Events for the character in Step 5.

4) GEAR
Same as the SW: Test Drive Rules.

CLOTHING & STYLE

D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Biker Leather	High Nobility	Biker Leather	Jumpsuit	Punk Leather
2	Skate Rat	Princely	Blue Jeans	Uniform	Blue Jeans
3	Blue Jeans	Noble	Corporate Suit	Old Terran	Black Suit
4	Corporate Suit	Wealthy	Raver/Punk	Corporate	Tacky Suit
5	Business Casual	Knightly	Street Fashion	High Fashion	Casual Clothes
6	Casual Clothes	Merchant	High Fashion	Silver Suit	Skin Tight
7	High Fashion	Commoner	Cammos	Military Wear	Flashy Hero
8	Goth/Dark	Robes	Casual Clothes	Smuggler Style	High Fashion
9	Raver/Punk	Peasantry	Goth/Dark	Replica/Factory	Punk Kid
10	Bum Rags	Dirty Rags	Bum Rags	Gov. Issued	Goth/Dark

HAIRSTYLE

D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Short & Curly	Long & Ratty	Mohawk	Bald	Long w/ Bangs
2	Fashion Style	Short & Curly	Long & Ratty	Ponytail	Wild & Unkempt
3	Crew Cut	Long & Straight	Short & Spiked	Long & Straight	Thick & Wild
4	Neat & Short	Long & Wild	Wild & Unkempt	Fashion Style	Swept Back
5	Swept Back	Ponytail	Bald	Crew Cut	Short & Spiked
6	Long & Straight	Dreadlocks	Striped	Designer-Do	Crew Cut
7	Ponytail	Long w/ Bangs	Tinted	Neat & Short	Ponytail
8	Dreadlocks	Bald	Neat & Short	Flat 'monk' Cut	Striped
9	Bald	Thick & Matted	Short & Curly	Short & Trim	Dreadlocks
10	Thick & Matted	Wild & Unkempt	Long & Straight	Long & Ratty	Bald

HAIR COLOR (unless bald)

D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Black	Blond	Silver	Black	Blond
2	Black	Blond	Blond	Black	Red
3	Brown	Lt. Brown	Black	Blond	Brown
4	Lt. Brown	Brown	Black	Lt. Brown	Black
5	Blond	Brown	Lt. Brown	Brown	Silver
6	Lt. Blond	Black	Brown	Red-Brown	Pink
7	Red-Brown	Black	Red-Brown	Red	Orange
8	Red	Red-Brown	Red	Orange	Green
9	Gray	Red	Two Colors	Silver	Blue
10	Silver	Gray	Roll on Sci-Fi	Roll on Anime	Purple

ACCESSORIES (Freebies for added color only)

D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Goatee	Ritual Scars	Tattoos	Tattoos	Mirrorshades
2	Body Piercing	Face Paint	Mirrorshades	Useless Gadget	Black Shades
3	Surplus Boots	Armbands	Ritual Scars	Flight Jacket	Spiked Gloves
4	Trench Coat	Leather Gloves	Spiked Gloves	Trench Coat	Headband
5	Dark Shades	Spurs	Nose Rings	Black Gloves	Dramatic Cap
6	Leather Gloves	Lots o' Leather	Earrings	Hvy. Boots	Shoulder Guards
7	Big Hats	Lots o' Jewelry	Long Fingernails	Dark Shades	Trench Coat
8	iPod	Earrings	Spike Boots	Skin Coloring	M.Arts Clothes
9	Lots o' Jewelry	Dramatic Cap	Custom Lenses	Custom Lenses	Flight Goggles
10	Tattoos	Tattoos	Fingerless Gloves	Ritual Scars	Tattoos

5) BACKGROUND DETAILS...

5A) EARLY BACKGROUND

10 Background Questions

Everyone has a childhood, unless they are vat grown, built from parts, or suffer from some other set of unusual circumstances.

What follows are 10 questions that provide a good start at understanding the background of your character:

1. How old is the character?
2. Where were they born?
3. Where did they live as a child?
4. What did their parents do for a living?
5. What religion/philosophy did their parents practice/follow?
6. What was the character's relationship with their parents?
7. Did anything historical occur during their childhood?
8. How did they spend their time as a child?
9. Was it a happy childhood?
10. How did the character decide what they wanted to be as an adult?

Siblings

Brothers and sisters can provide for some interesting background color, and also give the GM something to add to the campaign. If the GM and player want to give the character siblings, the following chart can be used to determine the number and the relationship.

You may have up to 7 brothers/sisters. Roll 1D10. 1-7 is equal to the number of siblings you have. On 8-10, you are an only child.

For each brother or sister:

1) Roll D10.
   Even the sibling is male.
   Odd the sibling is female.

2) Roll D10 age, relative to yourself
   1-5 Older
   6-9 Younger
   10   Twin

3) For each sibling, chose or roll D10 their feelings about you:
   1-2   Sibling dislikes you
   3-4   Sibling likes you
   5-6   Sibling neutral
   7-8   They hero worship you
   9-10 They hate you

The flowchart below is provided as an option to help answer the ten background questions. Follow the instructions in each box to know where to go next.

FAMILY RANKING
roll D10
1-2   Poor: Just scrapping by
3-5   Middle Class: Like most families
6-7   Well-to-Do: Far better than most
8-9   Wealthy: you had everything
10   Rich: Lived in luxury
Go to Family Status

FAMILY STATUS
roll D10
1 to 5   Family status is in danger, you risk losing it all.
         Go to Family Tragedy
6 to 10 Family status is okay.
         Go to Parents

PARENTS
roll D10
1 to 5   Both Parents are living.
         Go to Childhood Events
6 to 10 Something has happened to one or both.
         Go to Family Events

FAMILY TRAGEDIES
roll D10
1   Family was betrayed
2   Family lost everything
3   Family was exiled or deported
4   Family was imprisoned
5   Family mysteriously vanished
6   Entire family was murdered
7   Family involved in conspiracy
8   Family was scattered
9   Old feud with another family!
10   You inherit the family debt!
Go to Family Events

FAMILY EVENTS
roll D10
1   Parents died in war
2   Parents died in an accident
3   Parents were murdered
4   Parents want nothing to do with you
5   You never knew your parents
6   Your parents are in hiding
7   You lived with your relatives
8   You grew up on the streets
9   You were adopted as a child
10   Your parents sold you for money
Go to Childhood Events

CHILDHOOD EVENTS
roll D10
    Odd, go to Childhood Trauma
    Even, go to Childhood Fortune

CHILDHOOD FORTUNE
roll D10
1   You had a caring family
2   You were best in your class
3   You were a popular kid
4   You won some award
5   You had lots of friends
6   You learned a vital secret
7   You discovered something
8   You did something heroic
9   You saved a friend's life
10   You were a celebrity for a day

CHILDHOOD TRAUMA
roll D10
1   You were in a terrible accident
2   You were abused by parents
3   Your parents lost their jobs
4   You had a terrible disease
5   You were horribly humiliated
6   Your home was destroyed
7   You were tormented by gangs
8   Close friend was killed
9   You were held hostage
10   You were hunted by a stalker

5B) PERSONALITY/PHILOSOPHY
10 Personality Questions

The following questions are meant to help in defining the character's over personality.

1. What are some adjectives that describe the character's personality?
2. Does the character's personality remind you of an animal or object?
3. What are the character's long term goals?
4. To what ends will the character go to achieve those goals?
5. What does the character fear the most?
6. What does the character cherish the most?
7. How competitive is the character?
8. What are the best/worst qualities of the character?
9. How does the character react to strangers?
10. How do they usually react to the character?

Personality/Philosophy Tables

The series of following tables provide a system to help answer the 10 Personality Questions. Consider them an optional part of these guidelines. Most of the time players and GMs have a pretty good idea what drives their character, and rather than nailing down every aspect, sometimes it is more fun discovering the details as the character develops. These tables are provided mainly for the GM to quickly roll up motivations for NPC Wild Cards, but can help stuck players as well.

PERSONALITY TYPE
Roll Personality Type (D10) to determine the character's inherent personality. This also gives the PER number, which is added to the Philosophy Roll, to weigh it appropriately.

D10	Personality Type	PER
1	Extraverted, silly and fluffheaded	1
2	Extraverted, friendly and outgoing	1
3	Casually and carefree	2
4	Moody, rash, and headstrong	2
5	Introverted, stable and serious	3
6	Introverted, arrogant, proud, and aloof	3
7	Introverted, intellectual, and detached	4
8	Scheming, sneaky, and deceptive	4
9	Cold, Arrogant, and Ruthless	5
10	Antisocial, Violent, Sadistic, and Cruel	5

PHILOSOPHY OF LIFE
Going along with Personality Type is the character's Philosophy of Life. It should be weighted toward the Personality Type by rolling D10 and adding the Personality Number (PER) given above (1D10 + PER), resulting in a set of numbers between 2 and 15. This also gives the PHILO number, which is added to the following Trait Tables to weigh them appropriately.

D10+PER	Philosophy of Life	PHILO
2	Love is the Greatest Virtue	1
3-4	Just Have a Good Time!	1
5	Friendship is Everything	2
6	Honesty is Purity	2
7-8	Honor is Everything	3
9	Money Money Money!	3
10-11	Power Governs All Things	4
12	Revenge is Sweet...	4
13-14	Survival of the Fittest	5
15	Entropy and Chaos Shall Prevail	5

The following tables are weighted by your Philosophy or Personality by rolling D10 and adding your PHILO or PER number. Choosing PER means your Personality is the driving force of your mentality, and choosing PHILO means you live according to your philosophy.

WHO DO YOU VALUE MOST?
The person most valued in your life has a big effect on your personality, and the reverse is true as well. Are you friendly and outgoing to other people, or are you hostile and spiteful to all?

2	You value everyone!
3	Everyone you know is a valuable person
4	Your parents
5	Sibling (your choice)
6	Close personal friend
7	A lover (girlfriend, boyfriend, etc)
8	A certain celebrity figure
9	Favorite teacher (school, trainer, sensei)
10	A hero (warrior, legend, or personal hero)
11	You value no one, or just don't care
12	Only yourself is important
13	You don't even value yourself...
14	You dislike everyone, even yourself
15	You hate everyone and everything

MOST VALUED POSSESSION
What is your most valued possession? A picture? A book? A weapon?

2	Beautiful memories
3	A flower!
4	A family heirloom
5	A memento
6	A picture
7	A childhood toy
8	Your favorite book
9	A valuable collectable
10	A certain device or gadget
11	A vehicle
12	Money and wealth
13	A weapon
14	The skull of an enemy
15	The master plan to take over the universe!

WHAT DO YOU VALUE MOST?
What do you value most in life? Do you value freedom, honesty, or money and power?

2	The whole world
3	All life
4	The truth
5	Wisdom above all
6	A sense of justice
7	Your honor
8	Your freedom
9	Your looks and reputation
10	Wealth and money
11	That others respect you
12	Your strength
13	Attaining power
14	Greater conquest
15	Killing

YOUR WORLD VIEW
How do you feel toward other people? Are you friendly? Hostile?

2	I love everyone!
3	People are wonderful!
4	Every person is a valuable individual.
5	I like most everyone.
6	I'm neutral to most people.
7	No one can hurt me!
8	Yeah, Whatever...
9	No one ever understands me...
10	You're born, you live, you die.
11	People must earn my respect! No free rides here.
12	Everyone is evil and untrustworthy.
13	People are tools. Use them, and then discard them.
14	People are sheep, born to be led!
15	People are scum and should all be killed.

5C) LIFE EVENTS

The Life Events system provides the details that shaped your character's life. The system helps explain how the character obtained their skills, edges, and hindrances, while potentially providing a supporting cast of characters or contacts that have helped shape the character's life along the way. This system is not meant to create unbalanced starting characters, nor is it meant to damage characters beyond playability. As with all guidelines the GM has the final word on what's allowed in their campaign.

Step 1. Determine the Number of Life Events

The relative age of your character determines the total number of life events experienced prior to the start of the campaign. The table below provides the corresponding # of events to relative age.

Relative Age	# of Life Events
Young	1D10
Adult	2D10
Elderly	5+2D10

Creating Advanced Wild Cards: When creating Wild Cards with a higher starting Rank add an additional D10 Life Events for every Rank above Novice. This provides for a richer background for the more experienced heroes and villains. For example: A starting Adult Seasoned Wild Card would have 2D10, +D10 for their rank a total of 3D10 Life Events.

Step 2. Roll on the Life Events Main Table

Once the number of life events is determined, roll a D10 for each life event on the following table.

LIFE EVENTS MAIN TABLE
Roll D10 for each Life Event
1. Jackpot!
2. Tapped Out
3. Born Under a Lucky Star
4. Star-Crossed
5. Take Yourself a Friend
6. Make an Enemy
7. Lifetime Adventure
8. Tragic Misfortune
9. Witness...
10. Romantic Affairs

The Life Events are meant to take place chronologically. The first roll took place first, the last roll is the latest event leading up to the start of the campaign. The time frame for the events are up to the player and the GM. Usually the time frame is one event per year, but there's no reason a jail sentence couldn't last 20 years or in the same year you met your true love, they ended up turning out to be your worst enemy. The details have been purposefully removed from this guide for your enjoyment.

Step 3. Roll for each Life Event

For each Life Event go to the section corresponding to the event on the main table and roll a D10. The result is the pivotal event or person that impacted your character's past in some way. When you are finished rolling, it is up to the player and GM to connect the events in some way that lead the character up to the beginning of the campaign.

1. Jackpot! D10

1. Inheritance
2. Heirloom
3. Find
4. Gamble, Big Win
5. Relic (One of a Kind)
6. Lucky Trade (or Swindle)
7. Love Token
8. Blessed/Enchanted/Masterwork Item
9. Favor Owed to You
10. Settlement Received (or Trophy Won)

This table is not necessarily meant to provide unbalancing wealth or powerful artifacts for the Wild Cards. It is meant to provide the details for the current objects in the character's possession. Although with the GMs discretion it can be a way to boost a character's starting wealth/possessions.

2. Tapped Out D10

1. Robbed
2. Gamble, Lose Big
3. Destroyed
4. Lost
5. Debt
6. Swindled (Bad Trade)
7. Junk
8. Cursed/Sabotaged Item
9. Favor You Owe
10. Blackmail (Scandal)

The wheel of fortune doesn't always spin a winner. The GM and players can decide how badly the above table impacts the character's current wealth/possessions.

3. Born Under a Lucky Star D10

1. Lucky (or Great Luck)
2. Rich (or Filthy Rich)
3. Alert
4. Ambidextrous
5. Attractive (or Very Attractive)
6. Quick
7. Noble
8. Fast Healer
9. Brawny
10. Berserk

Reroll if the Wild Card does not meet the requirements for the Edge or if the Edge cannot be scaled any further.

4. Star-Crossed D10

1. Crippling Injury (Loss of an Arm or Leg; One Arm/Leg)
2. Disfiguring Injury (One Eye or -2 Charisma)
3. Childhood Illness (Anemic)
4. Mental Trauma (Phobia Major)
5. Born with Bad Eyes (Minor)
6. Addiction (Major Habit)
7. Debilitating Injury (Lame/Blind/Hard of Hearing Major)
8. Born All Thumbs
9. Born Clueless
10. Quirk

5. Take Yourself a Friend D10

1. Old Enemy or Rival
2. Underworld Contact
3. Official Contact
4. Animal Companion (or Robot)
5. Group or Society
6. Mentor/Sensei
7. Rich Uncle (Relative)
8. Q, A Gadgeteer
9. Body Guard
10. Medical Doctor/Healer

These are allies that have shaped the Wild Cards and can be a source of information or aid.

6. Make an Enemy D10
(D10: even = male, odd = female, or choose)

1   an old friend becomes an enemy
2   a childhood enemy returns
3   an ex-lover becomes an enemy
4   someone on the other side
5   someone you just ticked off
6   a person in your team or group
7   a relative is a rival or enemy
8   an underworld crime lord
9   a powerful individual
10 a government leader or noble

The Cause D10
This enmity started when one of you:

1   caused the other to lose face or status
2   caused the loss of a lover, friend, or relative
3   caused a major humiliation
4   accused the other of cowardice or some personal flaw
5   caused a physical disability
6   deserted or betrayed the other
7   turned down other's offer of job or romantic involvement
8   you just didn't like each other
9   was a romantic rival
10 foiled a plan of the other

Who's Mad at Whom? D10

1-4   they hate you
5-7   you hate them
8-10 feeling's mutual

What Are You Gonna Do About It? D10
If the two of you met mano a mano, the injured party would most likely:

1-2   go into a murderous rage
3-4   avoid them
5-6   backstab them indirectly
7-8   ignore them
9-10 attack them verbally

What Can They Throw Against You? D10
What kind of forces can your enemy put on the table to stop you?

1-3   just themselves
4-5   themselves and a few friends
6-7   an entire gang
8   a small army
9   a large army
10   an entire race or world

7. Lifetime Adventure D10
1. Battle during War
2. Quest
3. Heist (Crime of the Century)
4. Survivor
5. Exploration
6. Rescue
7. Defeated Personal Rival
8. Safari
9. Amazing Discovery
10. Secret Mission

8. Tragic Misfortune D10
1. Betrayed (Ally turned Enemy)
2. Lose Everything
3. Imprisoned
4. Laboratory Accident
5. Abducted
6. Traumatic Horror
7. Horribly Wounded
8. Identity Stolen/Evil Twin
9. Price on Your Head/Marked
10. Responsible for the Death of Your Team/Family/Village

9. Witness... D10
1. Plague
2. Natural Disaster
3. Man-made Disaster
4. Astronomical Event
5. Famine
6. Supernatural Event
7. War
8. Revolution
9. Sudden Major Climatic Change
10. Major Economic Crash

Tables 7 & 8 are events on a more personal level. Whereas, Table 9 is meant to represent Major Events that would be considered common knowledge in the GM's campaign. The sense is scale. In Table 7, Survivor could mean the Wild Card survived at sea when their boat capsized; Table 9 Man-made Disaster would be more on the scale of surviving or witnessing the sinking of the Titanic.

10. Romantic Affairs
How It Worked Out D10
1-4   happy love affair
5   go to Tragic Love Affair
6-7   go to Love Affair with Problems
8-10   fast affairs and one night stands

Tragic Love Affair D10
1   lover died in accident
2   lover mysteriously vanished
3   it didn't work out
4   a personal goal or vendetta came between you
5   lover kidnapped
6   lover went insane
7   lover committed suicide
8   lover killed in fight
9   rival cut you out of the action
10 lover imprisoned or exiled
Go to Mutual Feelings

Love Affair with Problems D10
1   your lover's friends/family hate you
2   your lover's friends/family would use any means to get rid of you
3   your friends/family hate your lover
4   one of you has a romantic rival
5   you are separated in some way
6   you fight constantly
7   you're professional rivals
8   one of you is insanely jealous
9   one of you is "messing around"
10 you have conflicting backgrounds and families

Mutual Feelings D10
1   they still love you
2   you still love them
3   you still love each other
4   you hate them
5   they hate you
6   you hate each other
7   you're friends
8   no feelings either way; it's over
9   you like them, they hate you
10 they like you, you hate them

EXAMPLE WILD CARD!

Now for some fun...

The following is an example Wild Card! created for a Savage Worlds campaign world I currently reside in. It's a kitchen sink setting. The best way to describe it is the bastard love child of Heavy Metal and early White Dwarf magazines.

So without further tado's let me introduce:

Tres Luna – The Screamin' Marquessa
Race: Human (for sake of simplicity)
XP: zilch
Rank: Novice
Age: Mid 20's
Ht: 5'7"
Wt: 130ish
Hair: Thick & Wild, two-toned Blond & Purple
Eyes: Mirrorshades

Attributes:
Agility: D8
Smarts: D4
Spirit: D6
Strength: D6
Vigor: D8

Pace: 6"
Parry: 6
Toughness: 6
Charisma: +2 (Attractive Edge)

Skills:
Fighting: D8
Driving: D6
Guts: D6
Persuasion: D6
Pilot: D8
Repair: D4
Shooting: D6

Edges:
Attractive (Freebie)
Lotus Addict Major (See Background. Used points to raise Strength)

Gear:
Mirrorshades, Chronocompass, Flight Jacket, Skin Tight Mech Suit, Fingerless gloves (spiked), Heavy Surplus Boots, Nose Stud. Carries a Buster Sword (Too Big) and a Plasma Pistol she named "Old Faithful" (Way Too Big)

Background:
(I decided to use the tables to see what they would come up with, the results are in parens throughout the narrative.)

Tres Luna or 3Moons, as she is sometimes called, was born an only child (0 on Siblings) to poor parents (1 on Family Ranking) on a distant mining colony. Early in her childhood the mining company betrayed the colony (1 on Family Tragedies) and her parents were forced to send little Luna to live with friends (5 on Childhood Fortune). Growing up, Luna never knew her parents (5 on Family Events), but was surrounded by many friends. The loss of her parents was a hard lesson for Luna to deal with. She was forced to learn that in the universe it is Power that Governs All (10 on Philosophy) and as a result is not above using any and all means of deception in order to get what she wants (8 on Personality). Even though Luna comes off very personable, she dislikes most people and at times dislikes herself when forced to use her charms to deceive (14 on Who Do You Value the Most?). Her favorite object is a gadget (10 on Most Valued Possession) known as a chronocompass, an archaic wrist device used to navigate time and space. It was given to her by her foster father who

was an accomplished pilot. It was her foster father that taught Luna how to drive, fly and repair just about every vehicle ever made. Even though he was a bit reckless, he taught Luna to prize experience over everything else (5 on What Do You Value Most?), and to live each day as if it were your last (10 on Your World View).

Luna's past is one of betrayal and friendship. Just as Luna got started in her life as a pilot, she was betrayed by her copilot and as a result lost her pilot's license (1 on Tragic Misfortune). Unable to support herself as a pilot, Luna fell into depression and dependence, becoming addicted to Lotus (6 on Starcrossed). It was during this depression she met up with a onetime rival pilot who had been jealous of Luna's skills. Putting aside the old rivalry in order to help Luna, Jasper (1 on Take Yourself a Friend) introduced Luna to Maxmillion (8 on Take Yourself a Friend), a brilliant and somewhat mad designer of experimental vehicles. Maxmillion required test pilots and in exchange for her piloting skills, Maxmillion sets her up with various jobs that allow her to fly "under the radar" of official business.

CONCLUSION

So that's it, pretty much. This is version 1.0 of this guide, so it's considered a work in progress at this point. Comments and criticisms are always welcome, especially if you think something is missing.

SOURCES

The following sources helped influence and inspire this guide:

Savage Worlds Test Drive Rules v51, by Shane Hensley, Paul "Wiggy" Wade-Williams, Simon Lucas, Joseph Unger, Dave Blewer, Clint Black, Robin Elliot, Piotr Korys (www.peginc.com)

Atomik LifePath, by Mark Chase

the Window RPG, by Scott Lininger (www.mimgames.com/window)

PLAYER: DATE: CAMPAIGN: WC!

Name: XP: AGE: SEX: Hindrances (MJR/MIN)
                        HT: HAIR: _____
Race: Rank: WT: EYES: _____
                                              _____
Attributes   _____

d4 d6 d8 d10 d12 +/-   Base   +/-   Edges (RANK/+/-)
● ○   ○   ○   ○   AGILITY   PACE   _____
● ○   ○   ○   ○   SMARTS   _____
● ○   ○   ○   ○   SPIRIT   PARRY   _____
● ○   ○   ○   ○   STRENGTH (2 + Half Fighting) _____
● ○   ○   ○   ○   VIGOR   TOUGHNESS   _____
                            (2 + Half Vigor)   _____
SKILLS (ATT)   CHARISMA   _____

d4 d6 d8 d10 d12   d4 d6 d8 d10 d12   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   Life Events
☐☐☐☐☐ _____   ☐☐☐☐☐ _____   _____

WEAPON	RANGE	ROF	DMG		WT

            Wounds   _____
             -1   _____
             -2   _____
             -3   _____
             INC!
             -2   _____
             -1   _____

ARMOR	AREA	PROTECTION	WT

            Fatigue

ITEMS/LOCATION		WT

POWER	DRAIN	RNG	DMG/FX	DURATION

CURRENCY: TOTAL WT: _____
        (5 x dSTR) WT LIMIT: _____
            ENC PENALTY: _____

○○○○A ○○○○A ○○○○A ○○○○A ○○○○A