SAVAGE WORLDS LICENSED PRODUCT

Agent:
Codename:

Operational Statistics

Agility: d
Smarts: d
Spirit: d
Strength: d
Vigor: d
Age: Wealth: d
Height: Weight:

Rank: Bennies: Conviction: Pace: Parry: Toughness:

Edges   Hindrances   Description or Image

Medical Status

Wounds: -1   -2   -3   Inc
Fatigue: -1   -2   Inc
Permanent injuries:

Languages Known

d
d
d
d
d
d

Training Record

Following capability assessment, Agent:_____has been passed fit and able in:

Academics (Sm): d	Gambling (Sm): d	Repair (Sm): d
Athletics (Ag)*: d	Healing (Sm): d	Research (Sm): d
Battle (Sm): d	Intimidation (Sp): d	Riding (Ag): d
Boating (Ag): d	Language (Sm): d	Science (Sm): d
Common Knowledge (Sm)*: d	Notice (Sm)*: d	Shooting (Ag) d
Cryptography (Sm): d	Occult (Sm): d	Stealth (Ag)*: d
Driving (Ag): d	Performance (Sp): d	Survival (Sm): d
Electronics (Sm): d	Persuasion (Sp)*: d	Taunt (Sm): d
Fighting (Ag): d	Piloting (Ag): d	Thievery (Ag): d

*Skills marked with * start at d4. Use the space below each skill to note modifiers from Edges and Hindrances*

Arcane Ability Assessment:

Arcane Background: Arcane Skill: d

Power	Trapping	PP Cost	Range	Effect	Duration

THE SECRET FILES OF SECTION D

Power Points: ○ ○ ○ ○ *5* ○ ○ ○ ○ *10* ○ ○ ○ ○ *15* ○ ○ ○ ○ *20* ○ ○ ○ ○ *25*

Agent:

Codename:

Wounds: ◯ ◯ ◯

Fatigue: ◯ ◯

Combat Readiness Report:

Pace	Running Die	Parry	Toughness	Strength	Vigor	Athletics	Fighting	Shooting
	d			d	d	d	d	d

Issued Firearms:

Weapon	Range	Damage	AP	ROF	Shots	Min Str.	CR	Notes

Issued Melee Weapons:
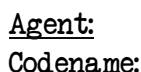
Weapon	Reach	Damage	AP	Min Str.	CR	Notes

Q Division Equipment Issue Receipt

Career Progression

N _____
N _____
N _____
S _____
S _____
S _____
V _____
V _____
V _____
V _____
H _____
H _____
H _____
H _____
L _____
L _____
L _____
L _____

Known History

Agent:
Codename:

Operational Statistics		Medical Status			Languages Known

Operational Statistics

Agility: d

Smarts: d

Spirit: d

Strength: d

Vigor: d

Age: Wealth: d

Height: Weight:

Medical Status

Wounds: -1   -2   -3   Inc

Fatigue: -1   -2   Inc

Permanent injuries:

Languages Known

d

d

d

d

d

d

Rank: Bennies: Conviction: Pace: Parry: Toughness:

Edges	Hindrances	Description or Image

Training Record

Following capability assessment, Agent:_____has been passed fit and able in:

Academics (Sm): d   Gambling (Sm): d   Repair (Sm): d

Athletics (Ag)*: d   Healing (Sm): d   Research (Sm): d

Battle (Sm): d   Intimidation (Sp): d   Riding (Ag): d

Boating (Ag): d   Language (Sm): d   Science (Sm): d

Common Knowledge (Sm)*: d   Notice (Sm)*: d   Shooting (Ag) d

Cryptography (Sm): d   Occult (Sm): d   Stealth (Ag)*: d

Driving (Ag): d   Performance (Sp): d   Survival (Sm): d

Electronics (Sm): d   Persuasion (Sp)*: d   Taunt (Sm): d

Fighting (Ag): d   Piloting (Ag): d   Thievery (Ag): d

*Skills marked with * start at d4. Use the space below each skill to note modifiers from Edges and Hindrances*

Arcane Ability Assessment:

Arcane Background: Arcane Skill: d

Power	Trapping	PP Cost	Range	Effect	Duration

Power Points: ◯◯◯◯*5*◯◯◯◯◯*10*◯◯◯◯◯*15*◯◯◯◯◯*20*◯◯◯◯*25*

Agent:

Codename:

Combat Readiness Report:

Pace	Running Die	Parry	Toughness	Strength	Vigor	Athletics	Fighting	Shooting
	d			d	d	d	d	d

Issued Firearms:

Weapon	Range	Damage	AP	ROF	Shots	Min Str.	CR	Notes

Issued Melee Weapons:

Weapon	Reach	Damage	AP	Min Str.	CR	Notes

Q Division Equipment Issue Receipt

Career Progression

N _____
N _____
N _____
S _____
S _____
S _____
S _____
V _____
V _____
V _____
V _____
H _____
H _____
H _____
H _____
L _____
L _____
L _____
L _____

Known History