



Peep Cores



Premade Character Cores to Start From
Standard Edition

Overview

Ok so here's the idea (props to Donna who thought of it!), You will find below the core stats for some legal characters that you can then overlay a race on (taking whatever traits you get from the race) and then swap out any of MY choices for your own. As long as you keep it one for one—you should end up with a legitimate character easy-peasy!

The Gist

Characters consist of attributes (Agility, Smarts, Spirit, Strength and Vigor), Skills, Hindrances, Edges, Powers and Gear. This document presents two versions each of a variety of types of peeps. The first version is the core of a character—it presents just the most essential characteristics of a peep meant to fill the role described. The core section includes information on how much of the character's starting attribute and skill points were used as well as how many points are left over for your customization. The core may include edges that I thought would really be useful for that role and indicate how many hindrances would be necessary to pay for those edges.

The second version of a peep is a complete archetype character that you can accept as is, add the finishing touches and start playing with or tweek a bit, swapping out my preferences for yours.

When you are trying to swap like for like, there are some twists to be aware of that effect how many points something costs, Take a look at [Appendix 1](#) to get a better handle on what they are. The Core peeps are presented with point values that I tried to display in a way that will help you understand what the true cost of a swap out would be.

In either case, they are presented without a race selected, so you would have to select a race and then add any additional racial traits for the selected race—to complete the character.

The end of each role section are my suggestions regarding which races would work well for that character, as well as additional skills, edges and gear that might help round out such a character.

After completing sections of this document, I will create separate docs for each role, including the core, sample and a filled in character sheet form using the sample character!

Section 1: Academics

Oldster

Buried beneath eons of rubble and detritus, and/or secreted away in many of Oith's more insurmountable reaches, are a great many ruins and vestiges of ancient civilizations and oldtimey peeps. Most of them are too destroyed to salvage much of interest, but occasionally artifacts, relics, and other historical objects are uncovered. Oldsters are the peeps who give a goose about such things. They go nuts for the stuff.

Oldsters, at their core, are historians. They chronicle the passing of time, investigating and recording the happenings and happenstances of this day and ages past. Museums, reliquaries, ancient ruins, and dusty suds middens are the haunts of the oldster. Many of them garner great respect among those inclined toward things intellectual. A few of note: Taletalker Ticklenip, Hyuvis of the Crushed Business Partner (it's a long story), Smoggle Smelf of Wernburg, Recto the Analist, and Zoorzgozzle Knower-of-All.

Oldster—core

Attributes: 4 spent, 1 un-spent

Agility	d6 [1]
Smarts*	d10 [3]
Spirit	-
Strength	-
Vigor	-

* Most Important Attribute

Skills: 10 spent, 5 unspent

Investigation	(Smarts)	d6 (+2) [-2]
Knowledge	(Smarts)	d8 (+2)(+2)[-3]
	(Hoomanracian Artifacts)	
Knowledge	(Smarts)	d8 (+2)(+2)[-3]
	(Oldtime)	
Notice	(Smarts)	d6 (+2) [-2]

Edges

Oldster [Free]
Scholar [Requires a Major or two Minor Hindrances]

Gear (500 Clams)

Oldster—sample

Attributes:

Agility	d6 [1]
Smarts	d10 [3]
Spirit*	d6 [1]
Strength	d4
Vigor	d4

Skills:

Climbing	(Agility)	d4 [1]
Investigation	(Smarts)	d6(+2) [2]
Knowledge	(Smarts)	d8(+2)(+2) [3]
	(Hoomanracian Artifacts)	
Knowledge	(Smarts)	d8(+2)(+2) [3]
	(Oldtime)	
Lockpicking	(Agility)	d4 [1]
Notice	(Smarts)	d6(+2)(+2) [2]
Riding	(Agility)	d4 [1]
Shooting	(Agility)	d4 [1]
Survival	(Smarts)	d4 [1]

Pace: 6, Parry: 3, Tough: 4

Hindrances (+4)

Curious	(Major)
Cautious	(Minor)
Doubting Thomas [...of the Danged!]	(Minor)

Edges (-4)

Alertness
Oldster [Free]
Scholar

Gear (500 Clams)

	Yorts	Clams
Backpack	4	10
Clamsack	-	2
Smolderstone	1	100
Blanket	4	10
Book	2	20
Chalk (3)	-	3
Finangler	-	80
Ink	-	3
Quill	-	10
Spork		7

Shovel	5	10
Twine	1	5
Crappy Armor	5	20
Travelin' Duds	-	20
Slingshot	-	80
	22	-380

120 Clams Cash

Thoughts:

An Oofo would be great for any thinky profession—I would go with the Obsesulon, Starry Wisdom and Glow Finger of Love Oofo powers. This boosts your Knowledge rolls +2 for Oofo artifacts and gives you a boost in Smarts so you can go to d12 OR use it to raise another attribute (since Smarts would start at d6 and it would only cost you 2 attribute points to get to 10 instead of the 3 I used). I would prolly leave Smarts at d10 and raise Vigor to d6 raising your Toughness to 5. Glow finger lets you self heal—which is a good thing.

If you want to switch around skills—think Indiana Jones... oh and make sure if you swap fighting for shooting, you ditch the Slingshot and get something useful in hand to hand!



Attributes

No real tricks here—just be aware that a novice (starting) character can not raise a stat above d12. All Attributes start out at d4 and five (5) points were spent to bump up to the next dice size (In the order d4 ==> d6 ==> d8 ==> d10 ==> d12). I have spent the points for you, but you can easily lower one attribute one dice step and raise another one dice step. You can lower as many attributes as you want (although not below d4 which you start with) and raise a like number of attributes (but NOT above d12!)

Keep in mind: Lowering an Attribute may cause a Skill to cost more and require you to lower skills!

Skills

Fifteen (15) points were spent on skills. Skills are probably the most complicated system to get through—the points required to step up a dice, change dependent upon whether the level is above the associated attribute (each skill has an associated attribute) or not.

- ⇒ If the skill level is above the associated stat level, you get two (2) points back if you lower it a a dice step.
- ⇒ If the skill level is at or below the associated attribute level, you get one (1) point back.

Likewise

- ⇒ To raise a skill that is above the associated attribute it costs two (2) points per dice step
- ⇒ To raise a skill that is at or below the associated attribute it costs one (1) points per dice step

Keep in mind: Lowering an Attribute may cause a Skill to cost more and require you to lower skills!

Hindrances

Hindrances allow a character to be developed beyond the selections listed above. You may note a peep core has more than fifteen (15) points of skills or has had more than five (5) attribute raises—this is probably due to having taken on hindrances which provide additional points.

There are three (3) levels of Hindrances:

- **Minor** Hindrances provide one (1) development point. A character may start with up to two (2) minor hindrances (Unless they are a Bodul which have no limit, or if they have a Doozy (see below) in which case they can't have any more.... Unless they are a Bodul)
- **Major** Hindrances provide two (2) development points. A character may start with only one (1) major hindrances (Unless they are a Bodul which have no limit, or if they have a Doozy (see below) in which case they can't have any more.... Unless they are a Bodul)
- **Doozy** Hindrances provide four (4) development points and you can only have one unless yada yada Bodul yada yada...

Any hindrances selected for a core will list the type and how many development points were garnered from it. You may swap like level hindrances for others or mix and match given the restrictions above.

Edges

Edges are the awesome sauce of Savage Worlds character creation—their selection is one of the things that most impacts the type of character you have. Edges determine if you can use Zaaz (magic) or not and what kind. Edges can make you stronger, better, faster and more pointy!

All edges are cost two points to buy. You can swap them for any edge you meet the restrictions for. Keep in mind if you get rid of your Arcane Background edge... you loose all the powers the character can cast!

Powers

Powers can be traded for any other power your character meets the requirements for!

Gear

Sell it, get the Clams back its worth (full refund) and buy hookers for all I care!

