



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 4: Workin' Stiffs

Gangsta

All manner of crooks, outlaws, and pilferers ply their iniquitous trade from within the shadows of Oith's cities, towns, and elsewhere. Such peeps, in the popular vernacular of the time, are known as gangstas. A great assortment of gangstas exist, from the miserable pocket pilferer, like the peep who swiped your bag of slog nuggets, to master fat curdlers, like the nabmasters who yinked those sweet leg warmers from the Boorglezarium. The bosses of crime are the most notorious gangstas of all. Such infamous peeps as Fat Sushi, Dregzie the Schnoz, Voluminous Gweep, and Unflushable Nab command great respect from their underlings and foes alike.

Not every gangsta is a nefarious villain. Some break the laws of the land in pursuit of a loftier goal. Consider, for example, the legendary Merkhin the Shorn, who shaved the heads and bodies of the hilariously hirsute and dispersed the clippings among the follically challenged. Consider also such peeps as Snotflinger the Mank, who robbed a corrupt waremonger of Goss and used the clams to throw a Feast of the Greased Beast party for some itinerant Boorglezarians, and Hung Dong, a cremefillian dingpin who used his ill-gotten clams to buy a gaggle of smelven slaves from the horcs of Aggogg and then promptly set them free. History overflows with tales of such anti-heroic antics.

Gangsta—core

Attributes: 4 spent, 1 un-spent

Agility*	d8 [2]
Smarts	d8 [2]
Spirit	-
Strength	-
Vigor	-

* Most Important Attribute

Skills: 12 spent, 3 unspent

Climbing	(Agility)	d6 [2]
Fighting	(Agility)	d6 [2]
Intimidation	(Spirit)	d4 [1]
Lockpicking	(Agility)	d6 [2]
Stealth	(Agility)	d6 [2]
Streetwise	(Smarts)	d8 [3]

Edges

Gangsta (+2 Fighting, Gambling, Shooting, Throwing, Investigation, Streetwise, Persuasion while committing a crime)

Gear (500 Clams)

Gangsta—sample

Attributes:

Agility*	d8 [2]
Smarts	d8 [2]
Spirit	d4
Strength	d6 [1]
Vigor	d4

Skills:

Climbing	(Agility)	d6 (+2) [2]
Fighting	(Agility)	d4 (+2) [2]
Lockpicking	(Agility)	d4 (+2) [2]
Notice	(Smarts)	d4 (+2) [1]
Persuasion	(Spirit)	d4 (+2) [1]
Repair	(Smarts)	d4 (+2) [1]
Stealth	(Agility)	d8 (+2) [2]
Streetwise	(Smarts)	d8 (+2) [3]
Throwing	(Agility)	d6 (+2) [1]

Pace: 6, Parry: 5, Tough: 4, Charisma: 0

Hindrances (+4)

<u>Wanted</u> (Grand Theft Hamster)	[Major]
<u>Cautious</u>	[Minor]
<u>Big Mouth</u>	[Minor]

Edges (-4)

Gangsta (+2 Fighting, Gambling, Shooting, Throwing, Investigation, Streetwise, Persuasion while committing a crime)

Assassin (+2 to Damage when striking unaware target)

Nabmaster (+2 Lock Picking, Climbing and Stealth, +2 Notice / Repair for use with traps)

Section 4: Workin' Stiffs

Gear (500 Clams)	Yorts	Clams
Backpack	4	10
Clamsack	-	2
Smolderstone	1	100
Goggles	0	10
Rope (60 yorts)	10	10
Armor, Crappy	5	20
Ninja Duds	-	50
Dagger x 2	<u>4</u>	<u>100</u>
	24	-302

198 Clams Cash

Thoughts:

I went with a weaseley criminal type—the thief Malak from the old school Conan movies came to mind.

“Do you think we made the merchant mad?”

There are no particular benefit to any race, but if you go with Flew or Croach—you get the benefit of an extra pair of arms—then select Multidextrous edge instead of Acrobat and early on pickup a Two-Fisted or three (Each time you get two-fisted you can use another arm!!).

Anyway this guy as boku skill bonuses!

Section 4: ZaZZ Wagglers

Contanimator Pimp

Contanimators conjure, control, and manipulate contanimants, the Fundamental spirits of filth, decay, disease, and feculence. They can summon contanimants, bind them into constructs, enslave them, command them, and use their vulgar ZaZZ to perform a variety of disgusting wonders.

(Cremefillians and Flews make good Contanimators)

Attributes: (-5)

Agility	d6 (1)
Smarts	d4
Spirit	d6 (1)
Strength	d4
Vigor*	d10 (3)

Skills: (-15)

Contanimating**	(Vigor)	d10 (-4)
Crafting [Minions]	(Agility)	d6 (-2)
Fighting	(Agility)	d6 (-2)
Intimidation	(Spirit)	d6 (-2)
Investigation	(Smarts)	d4 (-1)
Notice	(Smarts)	d4 (-1)
Persuasion	(Spirit)	d6 (-2)
Riding	(Agility)	d4 (-1)
Streetwise	(Smarts)	d4 (-1)

Pace: 6, Parry: 5, Tough: 7

Hindrances (+4)

Arrogant	(Major +2)
Enemy	(Minor +1)
Phobia	(Minor +1)

Edges (-4)

Arcane Background: Contanimator) (-2)

Pimp (Free Professional Edge)

Contanimaster (-2)

Powers (3)

Bolt
Conjure Contanimants
Defile

Gear (500 Clams)

Backpack	-10 Clams
Clamsack	-2 Clams
Torch (4)	-4 Clams
Blanket	-10 Clams
Spork	-7 Clams
Book	-20 Clams
Ink	-3 Clams
Pen	-10 Clams
Decent Armor	-100 Clams
Pimpin' Cloths	-200 Clams
Clobberer	<u>-80 Clams</u>
	-446 Clams

54 Clams Cash

Danged Wrangler

Sometimes peeps and critters don't know when they've croaked. They shumber about, variously groaning and gobbling brains and being all translucent and stuff. Such beings are known as ...of the danged (sometimes Danged is capitalized; sometimes it's not, at the whim of the writer and by ancient pact with unnamable dark forces of grammar). The peeps who deal with whatever Fundamental forces are responsible for animating these incongruous corpses are known as danged wranglers. The power they wield over ...of the danged is similar to the power contanimators hold over the spirits of filth. Glomer Clad-in-Black, Boneface the Bleached, Perpetual Shart, and Droob Dong Danger are (or were) exemplary Danged wranglers.

Attributes: (-5)

Agility	d6 (1)
Smarts	d4
Spirit	d6 (1)
Strength	d4

* = Most Important Attribute

** = Most Important Skill

Vigor* d10 (3)

54 Clams Cash

Skills: (-15)

Contanimating**	(Vigor)	d10 (-4)
Crafting [Minions]	(Agility)	d6 (-2)
Fighting	(Agility)	d6 (-2)
Intimidation	(Spirit)	d6 (-2)
Investigation	(Smarts)	d4 (-1)
Notice	(Smarts)	d4 (-1)
Persuasion	(Spirit)	d6 (-2)
Riding	(Agility)	d4 (-1)
Streetwise	(Smarts)	d4 (-1)

Pace: 6, Parry: 5, Tough: 7

Hindrances (+4)

Arrogant	(Major +2)
Enemy	(Minor +1)
Phobia	(Minor +1)

Edges (-4)

Arcane Background: Contanimator) (-2)

Pimp (Free Professional Edge)

Contanimaster (-2)

Powers (3)

Bolt

Conjure Contanimants

Defile

Gear (500 Clams)

Backpack	-10 Clams
Clamsack	-2 Clams
Torch (4)	-4 Clams
Blanket	-10 Clams
Spork	-7 Clams
Book	-20 Clams
Ink	-3 Clams
Pen	-10 Clams
Decent Armor	-100 Clams
Pimpin' Cloths	-200 Clams
Clobberer	<u>-80 Clams</u>
	-446 Clams



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 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!

