



# 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 2: Artisans

## Ham

Hams are professional big mouths. They perform plays, sing songs, strum some sick licks, pound instruments, walk on stilts, juggle linachithis, tell jokes and otherwise entertain the peeps. Many are wanderers, musical gadabouts plying their trade at suds middens and various public places. Others are celebrated players, performing for adoring audiences at such eminent venues as Floom's Reekbottle Theater and New Oorlquar's Fanny Dome. Such hams sometimes become hugely famous, attracting a following of clamoring fans and adoring sycophants. Guy Goosevomit, Gusty Derple, Eezle Gutgobbler, and Troffle Has-a-foot are a few such luminaries (although Troffle's been dead for centuries, Troffle of the Danged still performs nightly behind one of the Reekbottle's many ancillary snack bars).

### Ham—core

**Attributes:** 2 spent, 3 un-spent

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

\* Most Important Attribute

**Skills:** 6 spent, 9 unspent

Perform	(Spirit)	d8 [3]
Persuasion	(Spirit)	d8 [3]

### Edges

Ham Perform roll to pass yourself off as someone

**Gear (500 Clams)**

### Ham—sample

**Attributes:**

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

Vigor d6 [1]

### Skills:

Climbing	(Agility)	d4 [1]
Fighting	(Agility)	d6 [2]
Intimidation	(Spirit)	d4 [1]
Notice	(Smarts)	d4 [1]
Perform	(Spirit)	d10 [4]
Persuasion	(Spirit)	d10 [4]
Riding	(Agility)	d4 [1]
Streetwise	(Smarts)	d4 [1]

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

### Hindrances (+4)

Arrogant	[Major]
Junkie	[Minor]
Cautious	[Minor]

### Edges (-4)

Ham
Attractive
Very Attractive

### Gear (500 Clams)

	Yorts	Clams
Clamsack	-	2
Smolderstone Broach	1	100
Armor, Decent	10	100
Shazzy Duds	-	100
Toysaurus (Fifi)	4	60
Sword (Small & Shiney)	4	100
	19	-462

38 Clams Cash

**Thoughts:** Core to a Ham are Performance which goes hand in hand with Persuasion—both of which use the Spirit attribute.

In the example character, I put 10 into spirit and goosed both Agility (so he can fight) and Vigor so I could get the Attractive edge. Skills I put both Perform and Persuasion at d10, matching Spirit. I put in climbing, Riding and fighting to give him some survival-

bility—reasoning both could be useful in the theatre'. Notice is a staple, but with his limited Smarts I left it low and Streetwise to show he knows people—it also goes along with the Junkie hindrance I selected for him and whatever nasty little habit he has.

With both Attractive and Very Attractive Edges, he gets a Charisma of +4—obviously with that and a d10 persuasion, he talks himself out of trouble a lot! No particular race stands out, but I would prolly go with a Smelf, Croach or Tzin't as good choices.



### 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!

