



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 3: Explor-o-naughts

Price-o-corn

Price-o-corns sail the Big Drink and other waterways, where they spend their days and nights wenching, chugging suds, sinking tubs, plundering treasures, and otherwise causing a ruckus. Although price-o-corns are unwelcome in many societies, some coastal and island burgs make a good trade catering to their turbulent lifestyle and flamboyant fashion sense (eye patches, spare parts, floppy hats, really big boots, etc...). A great many price-o-corns, with their adventurous ways, swank duds, and notorious manner, gain a bit of infamy among the peepulace. The ravages of such bold bucklers as Filthy Gob, Clefty Four Chins, Captain Brown Eye, Lizebrantalion Squirhinocerat, and Beardless Barf are the subject of many a suds midden saga.

Price-o-corn—core

Attributes: 3 spent, 2 un-spent

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

* Most Important Attribute

Skills: 6 spent, 9 unspent

Boating	(Agility)	d6 [2]
Climbing	(Agility)	d6 [2]
Intimidation	(Vigor)	d6 [2]

Edges

Price-o-corn [Free] (d8 Wild Dice on water)

Gear (500 clams)

Price-o-corn—sample

Attributes:

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

Vigor d6 [1]

Skills:

Boating	(Agility)	d8 [3]
Climbing	(Agility)	d6 [2]
Fighting	(Agility)	d8 [3]
Gambling	(Smarts)	d4 [1]
Intimidation	(Spirit)	d6 [2]
Notice	(Smarts)	d4 [1]
Shooting	(Agility)	d4 [1]
Swimming	(Agility)	d6 [2]

Pace: 6, Parry: 6, Tough: 5, Charisma: -2

Hindrances (+4)

Wanted (Floom—Keisternaughts)	[Major]
Hard of Hearing	[Minor]
Ugly	[Minor]

Edges (-4)

Ace
Price-o-corn
Two-Fisted

Gear (500 clams)

	Yorts	Clams
Bag	-	4
Clamsack	-	2
Flask	1	3
Lantern	3	20
Oil x 3	3	15
Blanket	4	10
Bowl	1	5
Manacles	2	20
Rope (60 yorts)	10	10
Spork	1	7
Armor, Crappy	5	20
Travellin' Duds	-	30
Oily Boid	-	5
Warspork	4	100
Big Axe	8	200
	42	-451

49 Clams Cash

Thoughts: The Price-o-corn could be a lot of fun to play. It is definitely geared toward an aquatic campaign, but keep in mind Ace is also usable on Drive

Section 3: Explor-o-naughts

and Pilot!

Again I would consider this a combat type character—so the combat races (Cremefillian, Horc, Pile, Werm) would all make good race 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!

SNAZZ 

CHARACTER NAME _____

SPECIES / RACE _____

HOMELAND / RESIDENCE _____

CHARACTERISTICS _____

PLAYER NAME _____

THE BOSS _____

RELIGION _____

MUTATIONS & INJURIES _____

XP: _____ RANK: _____

ATTRIBUTES

d Agility

d Smarts

d Spirit

d Strength

d Vigor

Charisma _____ Pace _____

Toughness _____ Parry _____

HINDRANCES & EDGES

 **SKILLS** UNIT COST

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

d _____

ZAZZ 

Arcane Background:
Power points:

POWER/TRAPPING	COST	RANGE	DAMAGE/EFFECT	DURATION	NOTES

JAZZ 

CLAMS



WEIGHT LIMIT _____

WEIGHT CARRIED _____

YORTS _____

YORTS ENCUMBRANCE PENALTY _____

STUFF

ITEM	WEIGHT	ITEM	WEIGHT

SELF PORTRAIT
 **GRUB & GROG** 

ARMOR

HEAD _____ +

TORSO _____ +

ARMS _____ +

LEGS _____ +

OTHER _____ +

SCRAPPIN'

WEAPON	RANGE	ROF	DAMAGE	AP	WEIGHT	NOTES