FLASH GORDON

PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS

Name: Flisk

Race: Dwarf | XP

Bennies: 4 | 3'9" HT

Conviction: | 135 WT

Planetary Romance:

ATTRIBUTES

___	AGILITY
___	SMARTS
___	SPIRIT
___	STRENGTH
___	VIGOR

+0	6	5	5
Cha	Pace	Parry	Toughness

SKILLS

-2	Unskilled	
___	Athletics	
___	Fighting	
___	Common Knowledge	
___	Intimidation	
___	Language (Mongo)	
___	Language (Dwarf)	
___	Notice	
___	Persuasion	
___	Science	
___	Shooting	
___	Stealth	
___	Survival	
___		
___		
___		
___	Unskilled (-2)	

GEAR

- Backpack (2)
- Boots (2)
- Climbing Gear (6)
- Cold Weather Cloths (6)
- Gem Cutting Tools (2)
- Gloves (1)
- Torch x3 (3)

Total Wt: 31

Weight Limit: 40

Penalty:

HINDRANCES

- Airsick (Minor)
- Cautious (Minor)
- Curious (Major)

EDGES & ADVANCES

- Crystal Sensitivity: (Can detect energized sapphires with in a range of 3. Can also detect levels and recharge crystals)

WOUNDS

5N
10N
15N
20S
25S
30S
35S
40V
45V
50V
55V
60H
65H
70H
75H
80L
90L
100L
110L

FATIGUE

-1
-2
-3
INC
-2
-1

POWER

POWER	PP	RANGE	DUR.	EFFECT
Low Light Vision				See in all but total dark.
				Ignore Dim/Dark neg.
Small				-1 to Toughness

WEAPON

WEAPON	RANGE	DAMAGE	AP	ROF	WT	NOTES
Boomerang, S-shaped	10/20/40	STR+d6		1	2	Minimum agility of 8.
						If misses the target, returns. To catch,
						must make a successful Agility roll.
Sword, Flame	N/A	STR+d8 (+2)		1	5	Crystal (20 times) powers flame
Autograpnel	6/12/24	2d4		1	5	Contains 50 years of rope.
						Crystal charged for 10 shots.

5 10 15 20 25 30