Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

8	Agility
6	Smarts
10	Spirit
6	Strength
6	Vigor

Name: Lem

Ancestry: Halfling | HT:

Class: Bard | WT:

Bennies: 4 | Conviction:

Pace	Parry	Toughness
5	6	7(3)

Hindrances

Impulsive, Mild Mannered, Quirk (Hums)

Skills

4	Academics
8	Athletics
6	Common Knowledge
8	Fighting
6	Notice
6	Occult
10	Performance
8	Persuasion
6	Stealth
4	Thievery

Gear

dagger, sling, adventurer's kit, flute

soft leather tunic and leggings (+3, Aegis)

entertainer's outfit, potion of minor healing

vial of antitoxin, 5 tinder twigs, 18 gp

Ancestry Abilities

Agile, Keen Senses, Lucky, Reduced Pace

Size −1, Sure-Footed

Languages: Common, Elven, Gnome, Halfling

Edges and Advances

Bard, Charismatic, Luck

N	Spirit d10	Novice +1
N	Performance d10, Fighting d8	
N	Athletics d8, Persuasion d8	
S	Inspire Heroics	Seasoned
S		Seasoned +1
S		Seasoned +2
S		Seasoned +3
V		Veteran
V		Veteran +1
V		Veteran +2
V		Veteran +3
H		Heroic
H		Heroic +1
H		Heroic +2
H		Heroic +3
L		Legendary
L		Legendary +1
L		Legendary +2
L		Legendary +3

Power Points: 10

Wounds: −1 −2 −3 Inc

Fatigue: −2 −1

Power	PP	Range	Dur.	Effect
Boost/Lower Trait	3	Smarts	5 bo / inst low	increase/decr attribute, skill
Confusion	2	Smarts	instant	targets distracted or vulnerable
Empathy	1	Smarts	5	insight into emotions

Weapon	Range	Damage	AP	ROF	WT	Notes
dagger		Str+d4			1	
sling	4/8/16	Str+d4		1	1	uses Athletics

5 10 15 20 25 30