Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

6	Agility
8	Smarts
8	Spirit
8	Strength
6	Vigor

Name: Kyra

Ancestry: human | HT:

Class: cleric | WT:

Bennies: 3 | Conviction:

Pace	Parry	Toughness
6	5	8(3)

Hindrances

Code of Honor (major), Heroic (major), Vow (major)

Skills

4	Athletics
4	Common Knowledge
8	Faith
6	Fighting
8	Healing
6	Intimidation
6	Notice
8	Occult
6	Persuasion
4	Riding
4	Stealth

Gear

scimitar, short bow, 20 arrows, cleric's vestments, adventurer's kit, chain tunic, helm, leggings (+3), healer's kit, silver holy symbol, holy water, 29 gp, wand of dispel (7 charges; Faith), 3x potion of minor healing

Ancestry Abilities

Adaptability

Languages: Celestial, Common, Elven, Halfling, Kelish

Edges and Advances

Cleric (good), Healer, Destroy Undead

N	New Powers: Boost/lower Trait, relief
N	Strength d8
N	Healing d8, Occult d8
S	Destroy Undead
S	
S	
S	
V	
V	
V	
V	
H	
H	
H	
H	
L	
L	
L	
L	

Novice +2
+3
easoned
Seasoned +1
Seasoned +2
Seasoned +3
Veteran
Veteran +1
Veteran +2
Veteran +3
Heroic
Heroic +1
Heroic +2
Heroic +3
Legendary
Legendary +1
Legendary +2
Legendary +3

Power Points: 10

Wounds: −1 −2 −3

Inc: −2 −1

Fatigue

Power

Power	PP	Range	Dur.	Effect
Boost/lower Trait	3	Smarts	5 bo / inst low	increase/decr attribute, skill
Healing	3	Spirit	instant	remove wound, poison
Protection	1	Smarts	5	add armor
Relief	1	Smarts	instant / 1h	remove conditions
Smite	2	Smarts	5	enhance weapon

Weapon

Weapon	Range	Damage	AP	ROF	WT	Notes
scimitar		Str+d6+1	1		4	Damaging (the dmg increases +1)
short bow	12/24/48	2d6		1	2	

5 10 15 20 25 30