Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

8	Agility
6	Smarts
6	Spirit
8	Strength
8	Vigor

Name: Sajan

Ancestry: human | HT:

Class: monk | WT:

Bennies: 3 | Conviction:

8	7(1)	8
Pace	Parry	Toughness

Hindrances

Heroic (major), Loyal (minor), Vow (minor)

Skills

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

Gear

temple sword (treat as short sword, Accurate)
6x shurikens, caltrops, adventurer's kit
3x Alchemist's fire, sunrod, 21 gp
2x potion of minor healing
ring of counterspells (lower Trait)

Ancestry Abilities

Adaptability

Languages: Common, Elven, Giant, Goblin

Edges and Advances

Fleet-Footed, Monk,
Trademark Weapon (Unarmed Strike)

N	Strength d8	Novice +1
N	Brawler	Novice +2
N	First Strike	Novice +3
S	Mystic Powers (Monk)	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

Wounds: −1 −2 −3

Inc: −2 −1

Fatigue

Power

Power	PP	Range	Dur.	Effect
Boost Trait	3	Self	5	boost skills
Deflection	2	Self	5	distract enemy attacks
Smite	2	Self	5	enhance unarmed strike
Speed	2	Self	5	doubles movement

Weapon

Weapon	Range	Damage	AP	ROF	WT	Notes
unarmed strike		Str+d4	2			edges: trade, unarm, stun
temple sword		Str+d6	1		2	Accurate, (treat as short sword)
shuriken	3/6/12	Str+d4		1	1	

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