Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

Agility	6
Smarts	6
Spirit	8
Strength	8
Vigor	8

Name: Seelah

Ancestry: human | HT:

Class: class | WT:

Bennies: 3 | Conviction:

Pace	Parry	Toughness
6	9(3)	9(3)

Hindrances

Code of Honor (major), Loyal (minor), Thin Skinned (minor), Vow (major)

Ancestry Abilities

Adaptibility

Languages: Celestial, Common, Dwarven, Elven

Skills

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

Gear

longsword, long bow, 20 arrows, explorer's outfit, adventurer's kit, chain mail shirt and leggings (+3), medium shield (+3 Parry, −2 Cover, Deflecting), holy symbol, holy water, 2x potion of minor healing, ring of energy resistance (cold), 15 gp

Edges and Advances

Champion, Paladin

N	Intimidation d8, Occult d4	
N	Healing d4, Occult d6	Novice +2
N	Command	Novice +3
S	Mystic Powers (Paladin)	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 traits
Healing	3	touch	instant	remove wound, poison
Relief	1	smarts	instant	remove conditions
Smite	2	self	5	enhance weapon

Weapon

Weapon	Range	Damage	AP	ROF	WT	Notes
longsword		Str+d8	2		4	Keen (+2 AP)
longbow	15/30/60	2d6	1	1	3	

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