Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

10	Agility
8	Smarts
6	Spirit
6	Strength
6-1	Vigor

Name: Merisiel

Ancestry: | HT:

Class: Rogue | WT:

Bennies: 2 | Conviction:

Pace	Parry	Toughness
6	6(7)	7(3)

Hindrances

Bad luck (major), Enemy (minor), Shamed (minor)

Skills

8	Athletics
4	Common Knowledge
8	fighting
6	Notice
6	Persuasion
8	Stealth
8	Taunt
8	Thievery

Gear

rapier, 6x throwing knives, 2x daggers, soft leather jacket and leggings (+3, Aegis), thieves' tools, tanglefoot bag, adventurer's kit, climbers kit, 35 gp

Ancestry Abilities

Agile, Elven Magic, Intelligence, Keen Senses, Low Light Vision, Slender

Languages: Common, Elven, Giant, Goblin, Sylvan

Edges and Advances

Acobat

Rogue

Thief

N	Quick	Novice +1
N	Agility d10	Novice +2
N	Taunt d8, Thievery d8	+3
S	Trap Sense	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

Fatigue: −2 −1

Power	PP	Range	Dur.	Effect

Weapon	Range	Damage	AP	ROF	WT	Notes
rapier		Str+d4	1		2	Parry +1, Elemental (fire, page 211)
throwing knife	3/6/12	Str+d4		1	1	
dagger		Str+d4			1	

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