Pathfinder Roleplaying Game for Savage Worlds Adventure Edition

Attributes

6	Agility
8	Smarts
8	Spirit
4	Strength
6	Vigor

Name: Seoni

Ancestry: Human | HT:

Class: Sorcerer | WT:

Bennies: 4 | Conviction:

6	5(6)	7(2)
Pace	Parry	Toughness

Hindrances

Curious (major), Hesitant (minor), Loyal (minor)

Ancestry Abilities

Adaptibility

Languages: Common, Draconic, Elven, Goblin, Sylvan

Skills

6	Athletics
6	Common Knowledge
6	Fighting
6	Notice
8	Occult
4	Persuasion
4	Riding
8	Spellcasting
4	Stealth
6	Taunt

Gear

staff, potion of minor healing, dagger, ring of minor protection, wand of puppet (6 charges; Spellcasting), antitoxin, adventurer's kit, 28 gp, scroll of bolt, scroll of lower Trait (Vigor)

Edges and Advances

Calculating, Luck, New Powers, Sorcerer (Arcane Bloodline, Familiar - lizard)

N	New Powers: Boost/lower Trait, Burst
N	Fighting d6, Occult d8 +2
N	Power Points (20 total) +3
S	Favored Powers (Sorcerer)
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: 25

Wounds: −1 −2 −3

Inc: −2 −1

Fatigue

Power

Power	PP	Range	Dur.	Effect
Boost/Lower Trait	3	Smarts	5 boo; Inst low	increase/decr attribute, skill
Bolt	2	Smarts x2	Instant	damage single target
Burst	2	Cone or Stream	Instant	damage in cone area
Deflection	2	Smarts	5	distract enemy attacks
Detect/Conceal Arcana	2	Smarts	5 det; 1 hour con	detect/hide magic
Dispel	1	Smarts	Instant	negate powers

Weapon

Weapon	Range	Damage	AP	ROF	WT	Notes
staff		Str+d4			4	Parry +1, Reach 1, Two Hands
dagger		Str+d4			1	

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