



CORE RULES

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ANY TIME,
ANY PLACE

Since it debuted in 2003, *Savage Worlds* has accommodated any setting you can imagine — from gritty police procedurals and special ops thrillers to dungeon crawls, space opera, supers, and horror.

Our various settings have explored supernatural terror and the challenges of final exams in *East Texas University*[™]. We've wandered the moors of Europe and the savannas of Africa with *Solomon Kane*[™]. We've galloped across the haunted High Plains of *Deadlands: The Weird West*[™], and the irradiated wastes of *Deadlands: Hell on Earth*[™]. We've delved the deepest dungeons, blasted to *The Last Parsec*[™] of known space and beyond, battled across the bloody fields of the *Weird Wars*[™], and slugged it out with super villains over cities both real and imagined.

Like most gamers, we're fans of many books, movies, and game worlds and systems. One of those is Paizo's amazing world of Golarion, and especially their legendary Adventure Paths for *Pathfinder*[®].

Pathfinder for Savage Worlds (*Savage Pathfinder* for short) is a complete rulebook that lets you play in the fantastic world of Golarion. You can run your own adventures, buy Paizo's official books and convert them on your own, or pick up one of the Adventure Paths and adventures we convert for you, starting with the fan-favorite epic *Rise of the Runelords*[™].

HOW SAVAGE WORLDS PLAYS

If you're new to *Savage Worlds*, you should know you can play it any way you like. You and your friends can sit around and play out most of the tale through talk, roleplaying, and a few die rolls. Or tell a deep story that's mostly narrative interaction.

You can also break out your favorite miniatures and have a massive, tactical, knock-down, drag-out fight.

You and your friends can play however you're most comfortable, or do what most of us do and mix it up as appropriate. Run the tale in a "theater of the mind" until the big fight breaks out, then move to the battle map and let the dice fly.

Sub-systems like Quick Encounters, Mass Battles, Social Conflicts, and Dramatic Tasks, as well as accessories like the Chase Deck, will help the group collectively tell an epic tale of mystery and adventure regardless of your preferred play style.

You can even adventure with faraway friends by using one of several "virtual tabletop" programs, many of which are fully supported by Pinnacle and our partners.

Now go round up a group of friends to explore the magical world of Golarion. You all have an incredible — and savage — adventure ahead!

GETTING STARTED

This chapter gives an overview of roleplaying games and the Pathfinder fantasy world of Golarion. If you're an experienced *Savage Worlds* player, skip ahead to page 8. If not, welcome to a new adventure!

WHAT'S A ROLEPLAYING GAME?

A "roleplaying game" is one in which a group of players take on the roles of various characters and attempt to complete quests, tell a story, or overcome obstacles set before them by a "Game Master," or "GM." The GM might create all this straight from her imagination or use one of our published adventures.

Most of the time, the players and GM simply narrate their characters' actions and roll some dice to determine the outcome. This book describes that process — how to create characters, battle monsters, and complete quests through collective storytelling and interpretation of various die rolls.

If you're new to this whole thing, we recommend watching some "actual play" videos on the internet to get a feel for it.

And if you're new to all this, we think you'll love exploring the incredible world of roleplaying games!

WHAT YOU NEED TO PLAY

Here's what you need to begin your journey:

DICE

Pathfinder for Savage Worlds uses traditional gaming dice: 4, 6, 8, 10, 12, and 20-sided. You also need a special "Wild Die," a d6 of a different color explained in Chapter Three. Dice are available from your favorite local gaming store or online directly from Pinnacle.

We abbreviate the different dice as d4, d6, d8, d10, d12, and d20. If you see something like $2d6 + 1$, that means to roll two six-sided dice, add the two together, then add 1 to the total.

THE ACTION DECK

Savage Pathfinder uses a standard deck of playing cards with the Jokers left in. Cards are used for initiative in combat and to help keep things moving fast and furious.

Look for official *Pathfinder for Savage Worlds* and *Savage Worlds* Action Decks!

A SAVAGE SETTING

You and your friends will explore the wonders of Golarion, the main world of the Pathfinder campaign setting. Your characters are part of the Pathfinder Society, an organization of adventurers who travel the world to experience and document the fantastic geography, magic, and inhabitants of the "Lost Omens" campaign setting.

BENNIES

Tokens of some sort represent “Bennies” (American slang for “benefits”). These can be used to reroll dice, prevent damage, and much more, all described on page 119.

MINIATURES (OPTIONAL)

If you like to use miniatures in your games, Paizo has a massive range of metal and plastic models – including some that are even pre-painted – available at your favorite local game store or their website.

Paizo also makes an amazing range of full-color cardboard pawns detailing most every important character and monster in their world.



PUBLISHED ADVENTURES

Pinnacle is converting Paizo's original, first edition adventures for Pathfinder, starting with *Hollow's Last Hope™*, available with the *Savage Pathfinder* Game Master's Screen.

ADVENTURE PATHS

Our other Savage Settings often include “Plot Point Campaigns,” a grand backstory to the campaign world and a set of adventures called “Savage Tales” that eventually resolve the main plot.

In *Pathfinder for Savage Worlds*, we're converting Paizo's legendary Adventure Paths. The first, *Rise of the Runelords*, offers an epic six-book saga that takes a party of heroes from Novice to Legendary Rank.

OTHER ACCESSORIES

Besides the core book and Adventure Paths, we offer a Deluxe Core Boxed Set with Action Cards, a Chase Deck, Game Master's Screen, Power Point & Ammo Counters, dice, custom Bennies and more.

We also created a *Pathfinder for Savage Worlds* companion that includes more information on the world of Golarion, new Prestige Edges, and much more. Look for it at your favorite store or online at www.peginc.com.



Just over a century ago, a cataclysmic event shook the world of Golarion. The god of humanity died.

His name was Aroden, and he not only lifted humanity out of the ashes and terror of the Age of Darkness (an age that followed the meteoric cataclysm known as Earthfall), but founded the greatest city in the world — Absalom. He eventually left the world to join the divine host after setting humanity on course for a great destiny. Prophecies said that when humanity was ready to ascend back to the pinnacle it once held in the ancient times, Aroden would return to the world to usher in a new Age of Glory.

But instead of returning at the appointed time, Aroden, the god of humanity, died.

His death marked the beginning of a new age. The previous ages had names to inspire and bolster the spirit — the Age of Destiny, the Age of Enthronement. But this new age is not a time of plenty. It is the Age of Lost Omens, for if a god cannot fulfill his own prophecy, what chance have any others of coming true?

Aroden's death scarred Golarion with storms and madness. To the north, the world split open and the festering armies of the Abyss spilled out through a tear in reality known today as the Worldwound. To the south, the idyllic gulf of Abendego was consumed by a perpetual hurricane whose winds and waves drowned nations. And in the heartland of the Inner Sea region, where Aroden had been prophesied to return, civil war erupted and thousands died before the diabolic House of Thrune seized power.

The Age of Lost Omens has now entered its second century, and in the 11 decades since Aroden's death, the world has become a darker place. A place where ancient, sinful wizards known as runelords threaten to waken from 10,000 years of slumber. A place where nations are ruled by criminals or devil worshippers or worse. A place where once-great empires now wallow in self-indulgent paranoia or bloody, endless revolutions. A place where nothing is foretold, and anything can happen. A place in need of heroes like never before — the Inner Sea of Golarion.

THE INNER SEA REGION

The Inner Sea region is the trading and cultural hub of two mighty continents — Avistan and Garund. At the heart of the Inner Sea's warm waters stands Absalom, the City at the Center of the World. Founded by the living god Aroden, this ancient island city-state has survived nearly five millennia to thrive as a haven of merchants and scoundrels. In the west, the Inner Sea passes through the narrow Arch of Aroden, a tenaciously contested strait named for the monolithic, ruined stone bridge connecting the two continents at their closest point. To the east, the Inner Sea opens into the vast Obari Ocean.

The two continents that frame the Inner Sea are very different from one another. Avistan, to the north, is the seat of once-mighty empires like Chelias and Taldor, and site of the ruins of Lost Thassilon in the frontier realm of Varisia. South lie the secrets of Garund, a sprawling continent of arid deserts and fecund jungles, where the mighty pharaohs of Osirion emerged from the Age of Darkness to chart a new destiny for humanity.

Most civilization centers on the Inner Sea, with barbarism and savagery taking hold where the sea's refining influence wanes. Exceptions exist, of course, and the scattered lights of civilization stand out in the dark wildernesses and savage frontiers far to the north in Avistan and well to the south in Garund. Likewise, dark, wild areas exist within otherwise civilized lands close to the Inner Sea. Mercenaries and would-be heroes seek fortune and glory throughout the Inner Sea region, uncovering lost treasures, pacifying terrible dangers, and finding ignoble deaths in every unclaimed wilderness, kingdom, and empire of Avistan and Garund.

North of Avistan stretches the Crown of the World, a frozen landmass that links the continent with Tian-Xia. Where the two meet, hardy barbarism tends to dominate. Even in northern kingdoms that strive for advancements in civilization, such as the Lands of the Linnorm Kings and Realm of the Mammoth Lords, the use and knowledge of arcane magic remains relatively unknown and certainly mistrusted. Even Mendev, a

relatively advanced nation filled with pious (and not-so-pious) crusaders, tends to shy away from arcane magic.

Magic becomes more common in the southern nations of Avistan, particularly the devil-binding empire of Chelias and its former colonies and vassal states. The ruling caste of shadow-haunted Nidal is suffused with forbidden magical forces, while the elves of Kyonin practice alien rites that date back millennia. On Avistan's rocky northwestern shore, the Varisian frontier boasts the mostly intact ruins and lost magics of ancient Thassilon — a 10,000-year-gone empire ruled by sadistic wizard-kings known as runelords.

Use of magic and the appearance of the fantastic and bizarre are much more commonplace on the southern continent of Garund. In the deserts of Osirion stand countless monuments to nearly forgotten pharaohs, godlike beings who raised their people from barbarism to imperial heights.

Along the eastern coast lie the remnants of Nex and Geb, two kingdoms created to serve rival wizard-kings in the distant past. Today, Geb relies on animated corpses to harvest food for its living inhabitants, while the courts of Nex boast the most advanced and least understood schools of arcane learning on the planet.

Between these former enemies stretches a magic-dead tract of desert known as the Mana Wastes, within which exists a city-state reliant on technology and advanced engineering in a world dependent on the supernatural.

Deep in the heart of Garund, across the Shattered Range mountains, ancient ruins of unknown origin rise out of wild, uncivilized jungles. Scattered throughout the mountains surrounding the vast jungles of the Mwangi Expanse lie the ruins of once-miraculous flying cities of the Shory, long since crashed into the rocky slopes where they now rest.

Each of these fantastic locales makes a fitting backdrop for thrilling adventures. The world of Golarion and its myriad secrets stand ready for you and your players to explore.

COMMON KNOWLEDGE

From the barbaric tribes of the Realm of the Mammoth Lords to the undead slave castes of Geb, the pioneers and natives of Varisia to the revolutionaries and reactionaries of Galt, the lands of the Inner Sea teem with variety and diversity.

TIME

Although many calendars exist among the peoples of the Inner Sea, the one in widest use employs Absalom Reckoning (ar) for all of its dates. This reckoning system is based on the founding of Absalom (which occurred on 1 Abadius, 1 ar), and because of Absalom's expansive influence, the city's calendar has achieved great popularity throughout the region. In Absalom Reckoning, the day of the month is always given first, followed by the name or number of the month, with the year coming last.

Golarion spins on its axis roughly once every 24 hours. A week consists of 7 days, with 52 weeks per year. A year has 12 months, each of which corresponds to a popular deity and (roughly) to a single cycle of Golarion's sole moon. In order to most accurately reflect reality, many calendars across Golarion add in leap days. In the Absalom Reckoning, the leap day is tacked on to the end of Calistril and occurs on every year divisible by 8. Thus, the current year (4711) is not a leap year, but 4704 was and 4712 will be.

DAYS OF THE WEEK

DAY	TASK
Moonday	Work, religion (night)
Toilday	Work
Wealday	Work
Oathday	Work, pacts signed, oaths sworn
Fireday	Work, market day
Starday	Work
Sunday	Rest, religion

MONTHS OF THE YEAR

MONTH	DAYS	SEASON	ASSOCIATED DEITY
Abadius (January)	31	Winter	Abadar
Calistril (February)	28	Winter	Calistria
Pharast (March)	31	Spring	Pharasma
Gozran (April)	30	Spring	Gozreh
Desnus (May)	31	Spring	Desna
Sarenith (June)	30	Summer	Sarenrae
Erastus (July)	31	Summer	Erastil
Arodus (August)	31	Summer	Aroden
Rova (September)	30	Fall	Rovagug
Lamashan (October)	31	Fall	Lamashtu
Neth (November)	30	Fall	Nethys
Kuthona (December)	31	Winter	Zon-Kuthon

COINAGE

The spread of trade throughout the Inner Sea Region has seen the standardization of exchange rates for coinage as well, and as such, the buying power of a gold coin remains relatively standardized. Names for coins can vary from region to region, and while ultimately the name a tradesman uses for his coins matters little in light of their value or quantity, in some circles a fierce sort of national pride exists in the claiming of such names. Sample names for coins from five areas of the Inner Sea region are provided below, but by and large, all coins are normally just referred to as “pieces.”



SOCIETY

Governments, laws, customs, traditions, and cultures vary wildly from nation to nation in the Inner Sea region. Yet there are many relatively constant constructs as regards society in the Inner Sea region, as outlined below.

Humanocentric: While numerous races and creatures exist in the Inner Sea region, humans largely dominate the realm. The use of the term “humanity” includes near-human, civilized races such as elves and gnomes under the overall category. Savage races, such as orcs, goblins, and gnolls, however, generally fall outside of what the Inner Sea region qualifies as “society.”

City and Rural Life: The vast majority of humanity in the Inner Sea region dwells in urban centers — cities, towns, and villages. A certain element of stereotyping and profiling exists between city dwellers and country dwellers, and conflicts between the two are not unheard of. Yet in truth, both lifestyles are inexorably dependent on each other.

Rural populations often dwell in dangerously close proximity to monster-haunted wildernesses and need protection from their urban neighbors, while urban populations rely on their rural kin for necessities like food and other resources. This dichotomy plays out often between the faiths of Erastil and Abadar — two religions about essentially the same thing but with drastically, obstinately different methods of presenting themselves.

COIN NAMES

COIN	BREVOY	CHELIAX	ANDORAN	KATAPESH	ABSALOM
Copper (cp)	Bit	Pinch	Cap	Grain	Penny
Silver (sp)	Link	Shield	Wolf	Penny	Weight
Gold (gp)	Crown	Sail	Sail	Scarab	Measure
Platinum (pp)	Dragon	Crown	Falcon	Genie	Sphinx

Magic: The common citizens of the Inner Sea region, be they farmers or traders or city guards, know about magic. It's likely they've seen magic spells in action, and have even been the beneficiary of healing magic or other minor effects at some point in their lives. Yet magic is not so universal a part of life for most of the Inner Sea's citizens that they've come to rely on it.

It's seen most often as an extravagance or a reward used by the wealthy, or in a worst-case scenario as yet another tool a despot or monster might use to oppress honest folk. Magic is thus a source of wonder and awe and of fear, but since it's not a fundamental part of most folks' everyday lives, it's also often misunderstood.

TECHNOLOGY

The world of Golarion has passed through countless eras of strange discovery, of technology both high and low, from primitive to futuristic. With the dawning and closing of each age, the tool-working peoples of this magic-infused place have again and again pushed back the mists of ignorance and savagery with shimmering wonders great and small.

As each successive disaster, uprising, and cataclysm washes over the world, the secrets of earlier ages are lost and new discoveries are made. As the peoples of the Inner Sea enter the second century of the Age of Lost Omens, the world stands once again upon a great precipice — new magics, mechanical practices, arcane theories, and alchemical procedures become more common and more accessible to clever minds with each passing day.

Yet in a world where wizards can conjure fire out of nothing, clerics can raise the dead, bards can shatter buildings with songs, and alchemists can transform themselves into monsters, what chance has technology to compete? The widespread use of magic in the world has stunted the advance of technology more than any other factor, relegating those who seek to find new ways of doing things to the role of crackpot and eccentric more often than not.

Technological advances in the Inner Sea, as a result, tend to be limited to areas where magic isn't as common (such as the volatile

Mana Wastes), stem from eras and nations that for various reasons learned to fear magic, or hail from areas where strange advanced intrusions from unknown technological realms have made their presence known.

WEATHER AND CLIMATE

A wide range of climate bands exist in the Inner Sea region, from blisteringly hot in the deserts of Garund to freezing cold and snowy at the border with the Crown of the World. In general, weather patterns in Avistan and Garund flow from west to east, sweeping cold rains across Varisia, Nidal, northwestern Cheliox, and the Mwangi Expanse.

The rain shadow created by the Mindspin Mountains is partially offset by the rain-birthing waters of Lake Encarthan. South of the Menador and Five Kings Mountains, the chill of the north gives way to the warm waters of the Inner Sea, allowing for extended growing seasons and larger populations.

The deserts of northern Garund speak to the relatively arid conditions north of the Barrier Wall. South of those imposing mountains, though, heavy rains create the rainforests and jungles of the Mwangi Expanse. Off the western shore of Garund churns the century-old hurricane, the Eye of Abendego, which contributes to the production of driving rains across western and central Garund. These endless rains, in fact, flooded a section of the coast, creating the storm-soaked devastation of the Sodden Lands. East of the Shattered Range, the dominant weather flow brings warm rains from the Obari Ocean, allowing for the lush grasslands over most of eastern Garund. Only the destructive influence of life-stripping magic prevents Nex from growing abundant crops like Geb.

While most of the Inner Sea region experiences weather typical for its climate, several aberrant weather conditions manifest in various areas around the Inner Sea. Some of these bizarre phenomena are relatively localized, and draw only curious locals or passing experts. Other unusual weather events affect wide swaths of territory and are known (and often feared) even thousands of miles away.

Inner Sea Region



Legend

-  Capital
-  Town
-  Site
-  Badlands
-  Canyon
-  Cliffs
-  Desert
-  Forest
-  Glacier
-  Grasslands
-  Hills
-  Mountains
-  Swamp

WHAT'S NEW FOR SAVAGE WORLDS PLAYERS

Veteran *Savage Worlds* players will notice several rule changes for *Savage Pathfinder* designed to capture the feel of Golarion and the major tropes of the classic fantasy system it uses. *Savage Pathfinder* is not a direct conversion — you won't find a chart that says exactly what a 5 Hit Die monster should have in *Savage Worlds* rules. We use that as a base, but then attempt to capture the spirit of a monster, ability, spell, or trope in a way that makes sense and is exciting and fun in *Savage Worlds*.

You also won't find our usual Setting Rules section in this book. Those choices are baked in where they fit naturally. The "Four Wound Cap" rule, for example, is built right into the rules for damage and wounds.

Here are a few other key differences you might notice. It's not an exhaustive list, but will help long-time *Savage Worlds* players note a few of the most important changes.

- **SKILLS:** Research has been folded into Academics.
- **EDGES:** Some Edges, like Berserk, are gone, as they're part of exclusive Class Edge abilities — the barbarian's Rage in this case. Others have been merged to better fit Pathfinder. Two Weapon Fighting, for example, includes both ranged and melee attacks, consolidating the Two-Gun-Kid and Two-Fisted Edges from the *Savage Worlds Adventure Edition*.
- **CLASS EDGES:** *Pathfinder for Savage Worlds* includes a new category of Edges designed to capture the feel of the original game's character classes. Taking them opens up a "tree" of other Class Edges you can take that get progressively more powerful as you advance. They start on page 43.

All player characters get a Class Edge for free (or a Background or Professional Edge if you prefer). This encourages most players to play the iconic heroes of the Pathfinder world, but still allows you the freedom to customize your own character as we usually do in *Savage Worlds*.

- **ARCANE BACKGROUNDS:** Besides the standard Magic and Miracles (listed under Background Edges, page 40), some Class Edges have their own specialized Arcane Background with its own set of abilities and spell lists.
- **WEAPONS:** Great weapons have Armor Piercing values, and the Sweep Edge now requires two-handed weapons (page 74). The statistics for large shields changed slightly, and all shields only protect against half the foes who attack you on a single Action Card — watch out for goblins creeping up on your flank! See page 109.
- **COMBAT:** We added a new option called Desperate Attack (page 131) that gives characters and creatures a better chance to hit at the expense of damage.
- **ENEMIES:** Enemy Wild Cards now get their full complement of Bennies. Creatures have been tailored to match those in the world of Golarion and might be slightly different here than in other settings. You can always use either version in your other games, and the *Pathfinder for Savage Worlds Bestiary* should be a useful addition to any *Savage Worlds* campaign!
- **POWERS:** A few powers work slightly differently in the world of Golarion, or are set at a different Rank to acquire. There are also a few new powers and lots of new modifiers to reflect the wide variety of spells available in Pathfinder.



CHAPTER ONE

CHARACTERS


Your journey into the world of Golarion begins with selecting or creating a hero. If you want to jump right in and play a pregenerated character, turn to page 43. You'll find representatives of all 11 core character concepts presented there. Each is based on the original Pathfinder "classes" and are ready to play immediately. They come complete with languages, starting gear, and even a track of suggested Advances.

Grab a character sheet from our website and copy over their statistics, or customize whatever you're comfortable with to make them your own.

We also make a range of pregenerated "Archetypes" presented in handy card format. You'll find these on our website in both print and PDF. They're great to hand out at the game table for a new group so they can see the diversity of character types available and choose one that interests them. They also provide inspiration for creating your own custom character, which is described in detail on the pages that follow.

ICONIC CLERIC


The cleric's vow to Sarenrae guides her. With each new day, she renounces to fight evil, heal the sick, and protect the innocent. She takes great pride in her divine powers, and her holy symbol is a scimitar—all in service to her goddess.



AGILITY d6
SMARTS d4
SPIRIT d8
STRENGTH d8
VIGOR d8

ICONIC BARBARIAN

Those who offend the barbarian soon learn the wrath of her blood rage. She wields an over-sized bastard sword, won from a frost giant years ago. She shows no interest in other belongings, spends freely if chance provides, and lives life in the moment.



AGILITY d6
SMARTS d4
SPIRIT d8
STRENGTH d10
VIGOR d8

PACE 6
PARRY 7
TOUGHNESS 7(2)

ATHLETICS d6
COM. KNOWLEDGE d4

DRUID

REQUIREMENTS: Novice, Spirit d6+, Survival d6+
Survival d6+
In the purity and beauty of nature lingers a power beyond the marvels of civilization. These primal magics are guarded by servants and manipulators of nature, these protectors shield their lands from all who threaten them. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers nature's storms, earthquakes, and volcanoes with wisdom long forgotten by civilization.

ARCANE BACKGROUND (Druid): Druids use Faith as their arcane skill. On taking this Edge, the hero gains 3 starting powers and 10 Power Points.

Available Powers: Druids choose spells from the cleric's available powers (page 50), and under the Nature Domain (page 50).

ARMOR INTERFERENCE (Light): Bulky armor interferes with a druid's ability to sense and commune with nature. They subtract 4 from their Faith rolls and from their Agility and Agility-based skill rolls if using medium or heavy armor or shields. Druids cannot use metal armor or shields.

NATURE BOND: A druid may attune herself to nature or a special animal companion. See Nature Bond, below.

NATURE SENSE: Druids commune with nature and its spirits. Survival is linked to Spirit rather than Smarts.

SECRET LANGUAGE: All druids know the secret language known as druidic.

VOW (Major): Druids have a major vow to protect nature. Those drawing energy from divine sources must uphold the principles of the Nature Domain.

If the druid violates her deity's trust (GM's call) the druid subtracts 2 from Faith rolls for a week. Truly sacrilegious a rob her of her powers entirely atones in some way.

WILDERNESS STRIDE: Druids pertain such as dense forest, or desert sands with ease. penalties for Difficult Ground 124.

NATURE BOND
The bonds druids form with their powers. Choose one of and powerful. The druid gets anytime she fails a Faith roll.

Best Master: The druid Master Edge, gaining an A. This companion is a Wild t.

WILD SHAPE
REQUIREMENTS: See The druid gains the sh hour for her, and sh one Rank higher th the Shape Change t

FAVORED POWERS OF
REQUIREMENTS: The druid has gre her core powers i and easily. As a i ignore up to be (Multi-Action, V casting entangle This Edge do they must be t

DIVINE MASTER
REQUIREM
Nature r additional takes this E Epic Powe

SAVAGE PATHFINDER

DRUID

REQUIREMENTS: Novice, Spirit d6+, Survival d6+
Survival d6+
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REQUIREM
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LINI (NOVICE, ICONIC PATH DRUID)

Lini has a way with wild creatures, especially big cats. The gnome prefers the company of her snow leopard, Droogami, to other humanoid, although she gets along well enough with people she trusts. Curious and quirky, she collects sticks from every forest she visits.

ANCESTRY: Gnome (Gnome Magic, Keen Senses, Low Light Vision, Obsessive, Reduced Face, Tough, Size -1)

ATTRIBUTES
Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED
PARRY: 5
TOUGHNESS: 6(2)
PACE: 5 (d4)
BENEFITS: 3

HINDRANCES: All Thumbs, Curious, Quirk (Collects sticks), Vow (Major—protect nature)

EDGES: Druid, Best Master (Droogami the Snow Leopard, see large cat on page 247), New Powers Syvan

LANGUAGES: Common, Druidic, Elven, Gnome, Syvan


SKILLS: Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Healing d4, Intimidation d4, Notice d6, Persuasion d4, Riding d4, Stealth d4, Survival d8

POWERS: Best friend, elemental manipulation, entangle, environmental protection, protection, tunic and pants (+2), traveler's outfit, 20 stones, adventurer's kit, spell component pouch, thunderstone, potion of minor healing, 5x smoke sticks, 39 gp.

GEAR: Sickle (Str+d4), sling (Range 40/76), Damage Str+d4, uses Athletics), soft leather, thunderstone, potion of minor healing, 5x smoke sticks, 39 gp.

LINI'S ADVANCEMENT TRACK

- 1—Woodman
- 2—Smarts d6
- 3—New Powers: Healing, smite
- 4—Wild Shape (Grants shape change power)
- 5—Intimidation d6, Notice d8
- 6—New Powers: Barrier, bow/longer Trail
- 7—Power Points (15 Total)
- 8—Favored Powers (Druid)
- 9—Spirit d10
- 10—Faith d10, Persuasion d6
- 11—Best Master (Fighting)
- 12—Divine Mastery
- 13—Stealth d6, Survival d10
- 14—Best Master (Strength)
- 15—Power Points (20 total)
- 16—Faith d12
- 17—New Powers: Burst, resurrection
- 18—Best Master (Vigor)
- 19—Giant Killer
- 20—Professional (Faith d12 +1)



RANK: ELDRON

CHARACTERS

SAVAGE PATHFINDER

MAKING CHARACTERS

Start making your own custom adventurer by downloading a *Savage Pathfinder* character sheet from our website at www.peginc.com and follow the steps below.

CONCEPT

Begin your adventure by thinking about the kind of character you want to play. Do you want to try a wily wizard, a burly barbarian, a tricky rogue, or some original idea you've come up with yourself? The *Savage Worlds* rules allow you to create most anything.

For the world of *Savage Pathfinder*, take a close look at the Class Edges starting on page 43. These special abilities form the foundation of the typical player character types found in Golarion. Keep these in mind as you follow the rest of these steps so you can build toward those if you want to play a traditional Pathfinder-style hero.

RANK

"Ranks" reflect a character's competence and experience. They provide balance between players and grant access to more powerful abilities as one "Advances." A character begins at Novice Rank and works upward from there. Advances are given out after one or more game sessions. The GM has more detailed information on page 90.

Only player characters use Ranks — Game Master-controlled characters and creatures don't (we'll tell you more about this later).

RANK	
ADVANCES	RANK
0–3	Novice
4–7	Seasoned
8–11	Veteran
12–15	Heroic
16+	Legendary

STARTING WITH EXPERIENCED CHARACTERS

If the Game Master wants to start a game with more experienced characters, or you're making a replacement for a fallen hero, you should still make a Novice starting profile and Advance it from there. This ensures characters are balanced just as if they had gained experience normally.

Additional goods, equipment, or other assets must be determined by the Game Master. As a quick rule of thumb, Seasoned heroes have 10,000 gold pieces worth of goods and magic items, Veteran characters get 40,000, Heroic 150,000, and Legendary 500,000.

ANCESTRY

This core rule book comes with seven recommended ancestries to use when creating player characters. See pages 20 through 24 for details about each.

HINDRANCES

Hindrances are flaws, drawbacks, or dark secrets drawn from a character's backstory. They provide up to four additional "Hindrances" you can use to enhance your hero during character creation.

Taking Hindrances not only helps you define and roleplay your hero, but also allows you to increase his attribute or skill points, take Edges, or have additional gold to buy better adventuring gear.

A Major Hindrance is worth 2 Hindrance points, and a Minor is worth 1. A hero could thus take two Major Hindrances, four Minor, or any combination that adds up to 4 character points. (You can take *more* Hindrances if you want but the maximum benefit is 4 points!)

For 2 Hindrance points you can:

- Raise an attribute one die type, or
- Choose an Edge

For 1 Hindrance point you can:

- Gain another skill point, or
- Start play with an additional 600 gold pieces.

TRAITS

Characters are defined by attributes and skills, collectively called "Traits." Attributes and skills are ranked by die types, typically from d4 to d12, with d6 being the average for adult humans. Higher is better!

Attributes typically govern how fast your skills can increase, and are used for passive effects such as resisting spells or recovering from injuries.

ATTRIBUTES

Every character starts with a d4 in each of five attributes: Agility, Smarts, Spirit, Strength, and Vigor (discussed in more detail on page 33).

You then have 5 character points to increase your attributes. Raising a d4 to a d6, for example, costs 1 point.

Attribute Limit: No attribute may be raised above a d12 unless an ancestral ability or Edge says otherwise. Each increase beyond a d12 adds a +1 modifier. Increasing a d12 Strength two steps or "die types," for example, gives your hero a Strength score of d12 + 2.

SKILLS

Skills are learned abilities such as firing weapons, hand-to-hand combat, scientific knowledge, professional aptitudes, and so on.

Skills in *Savage Pathfinder* are very broad to keep the action simple and straightforward. The Shooting skill, for example, covers all types of bows and crossbows. The Athletics skill covers thrown weapons, as well as grappling, swimming, and climbing. Detailed customization comes in the form of Edges (see below).

Core Skills: Five skills are marked with a red star in the list that begins on page 33: **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, and **Stealth**. These are "innate" abilities most adult adventurers have. Unless an ancestral ability, Edge, or Hindrance says otherwise, your character starts with a d4 in each of these five core skills.

Buying Skills: After core skills are assigned, you have 12 additional character points to raise core skills or buy and raise new skills as you see fit.

Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses, in the list starting on page 33). If you exceed the linked attribute, the cost becomes 2 points per die type.

Languages: Your character starts with Common and knows additional languages equal to half her Smarts die type. Typical choices are listed with each ancestry. See page 35 for more on languages.

Skill Limit: Skills may not be increased above d12 during character creation unless the character's ancestry starts with the skill at d6. If the skill starts with a d6, increase her maximum to d12 + 1. Elves (page 21) start with a d6 in Notice, for example, which means their Notice skill may be increased to d12 + 1.

DERIVED STATISTICS

Your character sheet contains a few other statistics you need to fill in, described below.

Pace is how fast your character moves in tactical situations like combat. Standard Pace is 6, which means six tabletop inches per game round. Each inch is two yards (6 feet) in the real world. **Movement** is explained in detail on page 123.

Parry is equal to 2 plus half your character's Fighting die type (a total of 2 if a character doesn't have Fighting), plus any bonuses for shields or certain weapons. This is the Target Number (TN) to hit your hero in hand-to-hand combat.

For Fighting skills higher than d12, such as d12 + 1, add half the fixed modifier, rounded down. For instance, Fighting d12 + 1 grants a Parry of 8, while Fighting d12 + 2 results in a Parry of 9.

Size: A hero's default Size is 0 unless altered by ancestral abilities, Edges, or Hindrances. It cannot be less than -1 or more than +3.

Toughness is your hero's damage threshold. Damage rolls that equal or exceed this number cause harm (explained later in Chapter Three).

Toughness is 2 plus half your hero's Vigor, plus Armor (use the armor worn on his torso — see page 108). Vigor over a d12 is calculated just like Parry, above.

EDGES

Attributes and skills are a character's basic statistics, but what really makes individuals different are their Edges.

In *Pathfinder for Savage Worlds*, every character starts with a Class Edge for free. The character must qualify for the Edge as usual. (If a player doesn't want to take a Class Edge, she may take a free Background or Professional Edge she qualifies for instead.)

Characters get additional Edges by taking Hindrances, from racial abilities (such as Humans' Adaptability), or Advances once play begins.

A comprehensive list of Edges for use in *Savage Pathfinder* starts on page 40.

GEAR

Player characters have 300 gold pieces (or "gp") to purchase any of the weapons, armor, and adventuring gear presented in Chapter Two.

This might represent everything the character owns or it may represent only "adventuring" gear, with the hero's more mundane belongings stored at a home or elsewhere.

BACKGROUND

Finish your new hero by filling in any additional history or background you see fit. Ask yourself why she's where she is and what her goals are. Where does she live? Does she have any close

friends or family who might be relevant to the game? Why did she join the Pathfinders?

Or just start playing and fill in these details as they become important and you walk around in her shoes a bit.

You might also want to talk to the other players. Maybe your characters know each other right from the start. Or you might collectively decide to optimize your group a bit and ensure you've got a good assortment of skills and abilities. If so, make sure you're playing what you want to play. There's no point in being the party's healer if that's not a role you care to play.

DEITIES AND ALIGNMENT

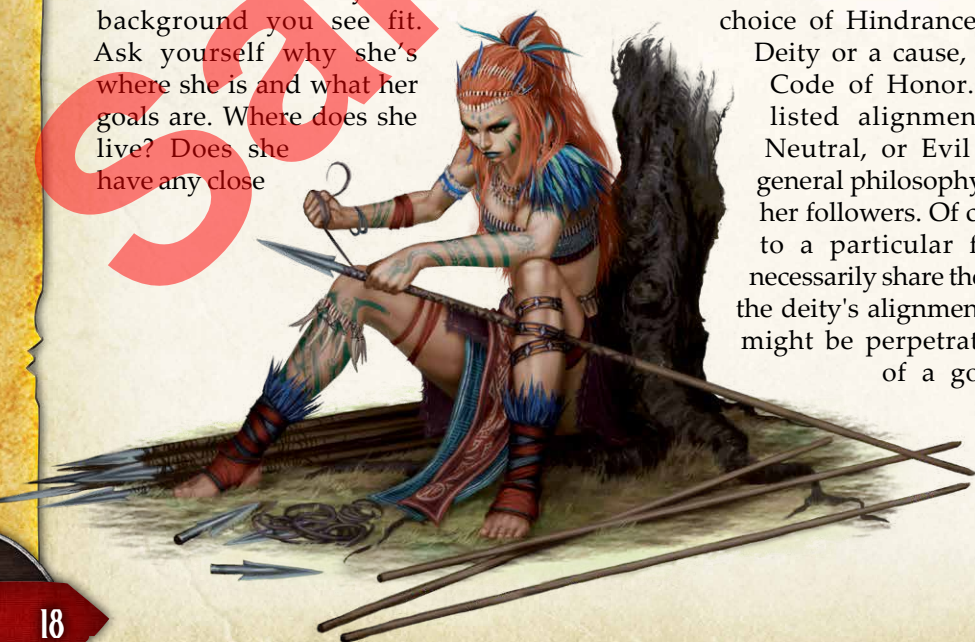
The conflict between Good and Evil is a core theme of any *Savage Pathfinder* game. Typically, heroes fight for Good, but not always.

Alignments in *Savage Pathfinder* indicate the general moral compass of a person, creature or organization. Where alignment is listed, it is a tool for the Game Master to identify the broad outlook of that entity, and how it may interact with others, including the adventurers. When choosing an alignment for your character, you decide what ethical path he will follow, guided by the Edges and Hindrances you chose to define him. Unless your GM specifically agrees, you cannot choose Evil as your alignment.

Some character concepts require choosing a deity or "Domain" that governs powers and certain abilities. Likewise, the player's choice of Hindrances can involve a

Deity or a cause, such as Vow or Code of Honor. Deities have a listed alignment, either Good, Neutral, or Evil to indicate the general philosophy of the deity and her followers. Of course, adherents to a particular faith might not necessarily share the same outlook as the deity's alignment. Terrible deeds might be perpetrated in the name of a good or merciful god. You can

find more information on domains and deities on page 51.



CHARACTER CREATION SUMMARY

CONCEPT

- Start with a general idea of what you want to play. Review the classes and the Iconic Path character profiles for ideas.

ANCESTRY

- Choose your character's ancestry (see page 20) and apply any special abilities it grants.

HINDRANCES

- Choose up to 4 points of Hindrances (Major Hindrances are worth 2, Minor are worth 1).
 - For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.
 - For 1 Hindrance point you can gain another skill point, or gain 600gp in additional starting funds.

ATTRIBUTES

- Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point.
- Attributes may not be raised beyond d12 unless the hero's ancestry or class states otherwise.

SKILLS

- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free. Any given skill might be increased because of ancestry.
- You have 12 points to put into these or any other skills. Each die type costs 1 point up to and equal to the linked attribute; then 2 points per die type after that.
- Your character knows Common plus a number of starting Languages equal to half your character's Smarts die type. A Smarts of d6, for example, gives you three additional starting languages. Typical choices are listed with each ancestry.

DERIVED STATISTICS

- **Standard Pace** is 6 and may be adjusted by ancestral abilities, Edges, or Hindrances.
- **Parry** is 2 plus half of Fighting.
- **Toughness** is 2 plus half of Vigor, plus any Armor. Track the amount of armor in parentheses like this — Toughness: 11 (2). This means 2 points of the total 11 Toughness comes from Armor. An Armor Piercing (AP) attack could bypass those 2 points but not the other 9.

EDGES

- All characters get a Class Edge for free (or a Background or Professional Edge if desired).
- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points.

GEAR

- Purchase up to 300 gp worth of equipment.

BACKGROUND

- Unless the Game Master says otherwise, your character's basic Alignment is Good or Neutral for purposes of certain Edges, abilities, and powers. Beyond that, who is she? Where does she come from? Does she have any family? Does she worship any of Golarion's major deities?

ANCESTRIES

Savage Pathfinder includes seven recommended ancestries for use in character creation, along with abilities that reflect the most common or iconic virtues and drawbacks of each.

Note that the following descriptions allude to a lot of rules we haven't explained yet. Just skim them for now and come back once you have a grasp on the rest of the game.

DWARVES

Dwarves are a stern and hardy folk, ensconced in cities carved from the hearts of mountains. A proud, warlike people, dwarves remain determined to repel the depredations of their ancestral enemies. They tolerate "frail" peoples, (elves, gnomes and halflings) while they often bond with humans, whose industrious nature comes closest to dwarven ideals.

Short and stocky, dwarves stand a foot or two shorter than most humans. Male and female dwarves pride themselves on the length of their hair. Men often decorate their beards with clasps and intricate braids. A clean shaven male dwarf is a sure sign of madness.

Languages: Common and Dwarven.

Age Range: Adult 45, old age 188, max age 250 -450.

Dwarf Males: Height 3'11"-4'5" and weight 164-206 (Average 4'2", 185 lbs).

Dwarf Females: Height: 3'9"-4'3" and weight 134-176 (Average 4'0", 165 lbs).

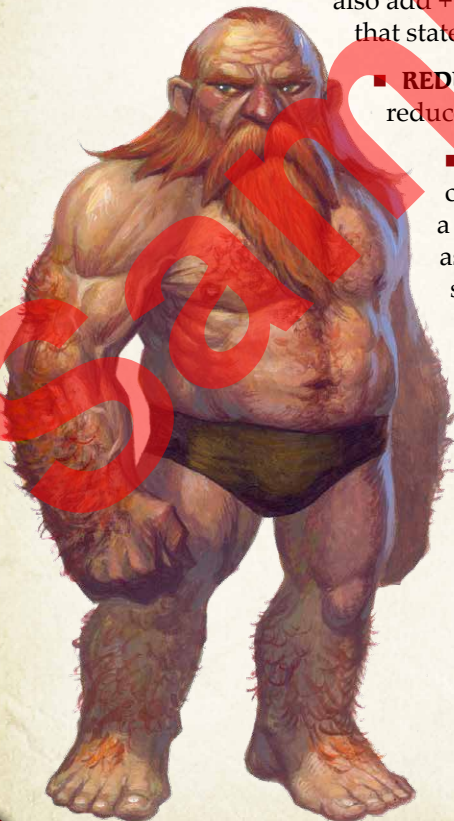
- **DARKVISION:** Dwarven eyes are accustomed to the dark of the underworld. Dwarves ignore penalties for Illumination up to 10" (20 yards).

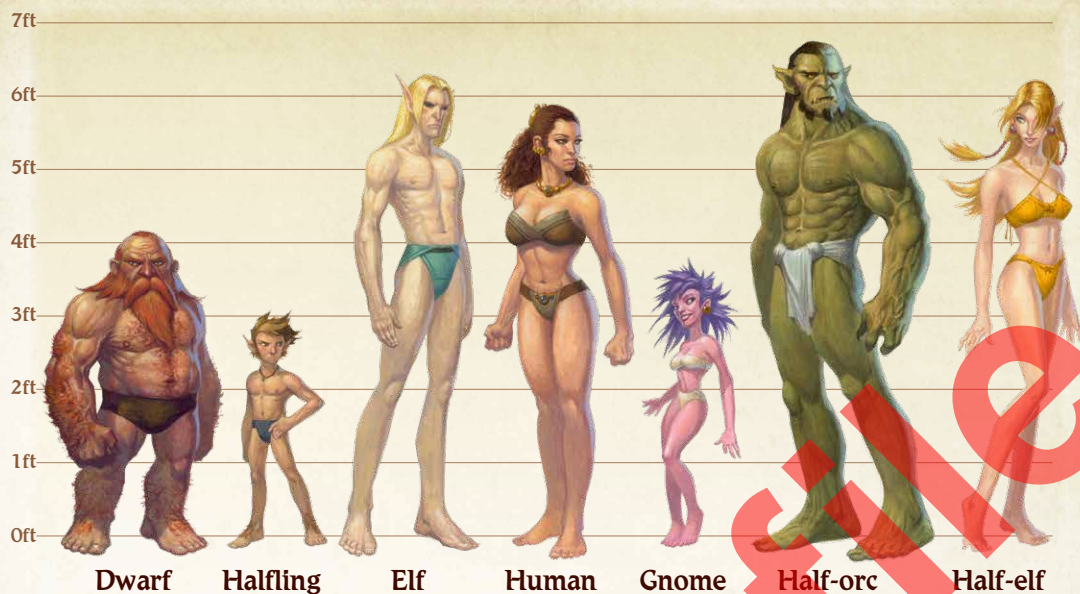
- **IRON CONSTITUTION:** Dwarves add +1 when resisting poison. They also add +1 when resisting or recovering from powers or abilities that state they work like a power.

- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.

- **STONECUNNING:** Dwarves grow up in halls and caverns of worked stone, and get a Notice roll at +2 as a free action within 10 feet of unusual stonework such as traps and hidden doors. Success means they know something is off, and a raise gives them more specific information such as how to trigger the trap or open the door.

- **TOUGH:** Stout and tough, Dwarves start with a d6 in Vigor instead of a d4. This increases maximum Vigor to d12 + 1. They treat their Strength as one die type higher when determining **Encumbrance** (see page 104) and Minimum Strength to use armor and equipment without penalty (but not weapons). This ability stacks with the Brawny Edge if the dwarf has it.





ELVES

The long-lived elves are children of the natural world, superficially similar to fey creatures and yet distinct in important ways. Elves value their privacy and traditions. Although they are often slow to make friends, once an outsider is accepted as a comrade, such alliances can last for generations. Elves distrust half-orcs and display a fascination with humans, while remaining mostly indifferent to other peoples.

Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the deep forests or hidden valleys, elves are born more graceful than humans, though somewhat slighter. Elves are known for their patience and affinity for magic.

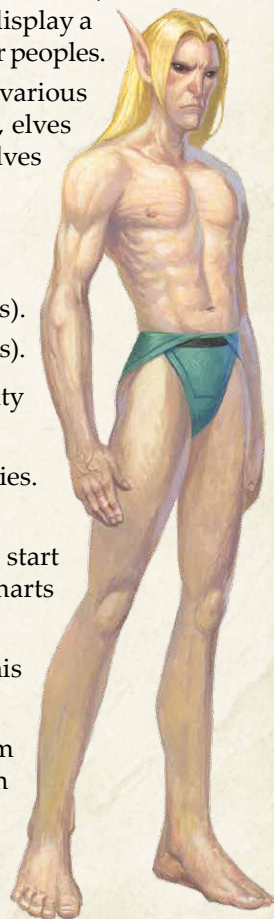
Languages: Common and Elven.

Age Range: Adult 115, old age, 263, max age 350-750.

Elf Males: Height 5'6"-6'8" and weight 116-158 (Average 6'1", 127 lbs).

Elf Females: Height 5'6"-6'4" and weight 96-126 (Average 6'1", 117 lbs).

- **AGILE:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **ELVEN MAGIC:** Elves have an inherent connection to arcane energies. Elves get a free reroll when rolling to resist enemy powers.
- **INTELLIGENCE:** Elves are highly intelligent and long-lived. They start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12 + 1.
- **KEEN SENSES:** Elves start with a d6 in Notice instead of a d4. This increases their maximum Notice to d12 + 1.
- **LOW LIGHT VISION:** Elven eyes amplify light. Others often claim they can see stars in the elves' eyes. They ignore penalties for Dim and Dark Illumination.
- **SLENDER:** Slight of build and less robust than others, elves suffer -1 Toughness and -1 to Vigor rolls.



GNOMES

Gnomes trace their lineage back to the mysterious realm of the fey, a place where colors are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove the gnomes from that realm long ago, forcing them to seek refuge in this world. Despite this, the gnomes have never completely abandoned their fey roots. They are often regarded by other peoples as strange and unpredictable; as a result, gnomes sometimes have difficulty interacting with others even though they bear no particular animosity to anyone.

Gnomes are small; they rarely exceed three feet tall. Their hair tends towards vibrant colors from the fiery orange of autumn leaves to the deep purple of wildflowers. Their facial features vary, although many have large mouths and eyes. Whimsical people, gnomes are known as tricksters who prefer action to inaction.

Languages: Common, Gnome, and Sylvan.

Age Range: Adult 45, old age 150, max age 200-500.

Gnome Males: Height 3'2"-3'8" and weight 37-43 (Average 3'5", 40 lbs).

Gnome Females: Height 3'-3'6" and weight 32-38 (Average 3'3", 35 lbs).

- **GNOME MAGIC:** Gnomes can cast cantrips (see page 171) as if they knew each of the following powers: *light*, *sound*, *telekinesis*, and *beast friend* using their Smarts (or arcane skill if they have one). They have 1 Power Point for activating these cantrips, regained as usual (see page 169). Gnomes with an Arcane Background or Mystic Power add their bonus Power Point to their pool but must still learn the spells if they wish to cast them normally.

- **KEEN SENSES:** Gnomes start with a d6 in Notice instead of a d4. This increases their maximum Notice to d12 + 1.

- **LOW LIGHT VISION:** Gnome eyes amplify light. They ignore penalties for Dim and Dark Illumination.

- **OBSESSIVE:** Gnomes start with a d4 in any one Smarts-related skill.

- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.

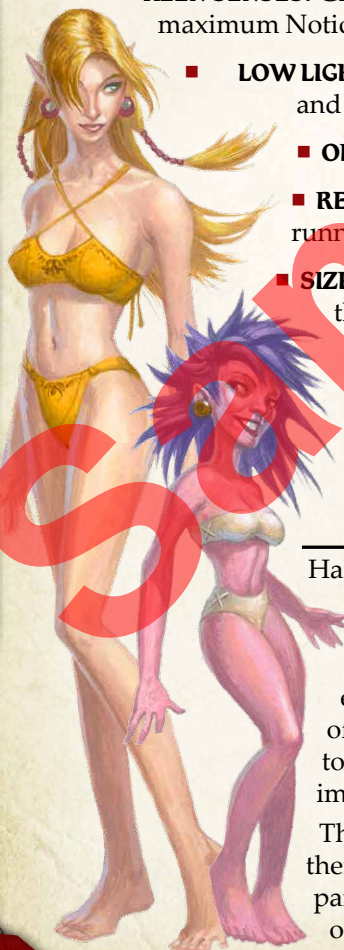
- **SIZE -1:** Averaging roughly three and a half feet tall, gnomes reduce their Size and Toughness by 1.

- **TOUGH:** Gnomes are surprisingly hardy despite their size and strength. They start with a d6 in Vigor instead of a d4. This increases maximum Vigor to d12 + 1.

HALF-ELVES

Half-elves gain the grace of their namesakes, but none of their elegant frailty. Many are well-adjusted progeny of loving unions between a human and an elf, but some are shunned by one side of the family or the other. Others may even be mistreated. Hence, a half-elf understands loneliness, and knows that identity is less a product of ancestry than of life experience. As such, half-elves are often open to friendships and alliances with others, and less likely to rely on first impressions.

Their lifespans are closer to their human lineage than those of their elven kin. They exhibit physical characteristics from both their parents, such as pointed ears and human eyes, usually with a pleasing overall effect.



Languages: Common and Elven.

Age Range: Adult 22, old age 93, max age 125-185.

Half-elf Males: Height 5'4"-6'6" and weight 110-180 (Average 5'11", 155 lbs).

Half-elf Females: Height 5'2"-6'4" and weight 100-170 (Average 5'9", 135 lbs).

- **ELVEN MAGIC:** Half-elves have an inherent connection to arcane energies. They get a free reroll when rolling to resist enemy powers.
- **FLEXIBILITY:** Half-elves start with a d6 in any one Attribute instead of a d4. This does *not* increase the attribute maximum.
- **LOW LIGHT VISION:** Half-elven eyes amplify light. They ignore penalties for Dim and Dark Illumination.

HALF-ORCS

Half-orcs exhibit characteristics of their orc forebears as well as the other branch of their family tree (usually human). They are rarely the result of loving unions, a fact which causes others to distrust and even fear them. Half-orcs are sometimes accepted by orcish communities, but are usually shunned by most others, including humans, elves, and dwarves, because of longstanding enmity with their ancestors.

Some half-orcs choose to live among non-orcish peoples, turning their backs on their belligerent roots and looking to redeem themselves. Many are heroic souls trying to prove themselves.

Half-orcs stand between six and seven feet tall, with powerful builds. Their features are harsh and angular, like that of orcs. Their natural life-span is the same as humans, though it is rare when one dies of old age.

Languages: Common and Orc.

Age Range: Adult 15, old age 45, max age 60-80.

Half-orc Males: Height 5'-6'10" and weight 164-318 (Average 5'11", 241 lbs).

Half-orc Females: Height 4'7"-6'5" and weight 124-278 (Average 5'6", 201 lbs).

- **DARKVISION:** Half-orcs ignore penalties for Illumination up to 10" (20 yards).
- **INTIMIDATING:** By their very nature, half-orcs inspire fear and awe. They start with a d4 in Intimidation. This increases maximum Intimidation to d12 + 1.
- **ORC FEROCITY:** Half-orcs are as tough as old boots. They gain +1 Toughness.
- **OUTSIDER (MINOR):** Most cultures are suspicious of half-orcs, and orcish societies distrust their human sides. They subtract 2 from all Persuasion rolls and are often resented or belittled by others.
- **STRONG:** Half-orcs possess some of the might of their orcish ancestry. They start with a d6 in Strength instead of a d4. This increases maximum Strength to d12 + 1.



HALFLINGS

Halflings are small, nimble people with fuzzy brown or black hair on their heads and feet. Their cheerful optimism (or wily cunning) gives them a “never say die” attitude that makes them a match for creatures twice their size. Halflings see no reason to invite trouble and tend to live in their own close-knit communities far off the beaten path. They possess a strong sense of humor, curiosity, and bravado — qualities which lead some halflings to lives of adventure.

Halflings prefer to walk barefoot, leading to the bottoms of their feet being roughly calloused.

Languages: Common and Halfling.

Age Range: Adult 22, old age 75, max age 100-200.

Halfling Males: Height 2'10"-3'4" and weight 32-38 (Average 3'1", 35 lbs).

Halfling Females: Height 2'8"-3'2" and weight 27-33 (Average 2'11", 30 lbs).

- **AGILE:** Halflings are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **KEEN SENSES:** Keen senses allow halflings to catch details others might miss. They start with a d6 in Notice instead of a d4. This increases maximum Notice to d12 + 1.
- **LUCKY:** Halflings have a knack for surviving. They gain the Luck Edge. Even halfling Extras gain this ability!
- **REDUCED PACE:** Decrease Pace by 1 and reduce the running die by one die type.
- **SIZE - 1:** Halflings reduce their Size and Toughness by 1.
- **SURE-FOOTED:** Naturally graceful, halflings start with a d6 in Athletics instead of a d4. This increases maximum Athletics to d12 + 1.

HUMANS

Humans possess exceptional drive and ambition. They demonstrate a great capacity to endure hardships, as well as a penchant for expanding their territories. Humanity is often characterized by its tumultuousness and diversity; cultures range from small, nomadic tribes to peaceful agrarian villages and vast cosmopolitan (even decadent) cities and kingdoms.

The physical characteristics of humans are as varied as the world's climes. From dark-skinned tribesmen of the southern continents to the pale and barbaric raiders of the northern lands, humans possess a wide variety of skin colors, body types, and facial features.

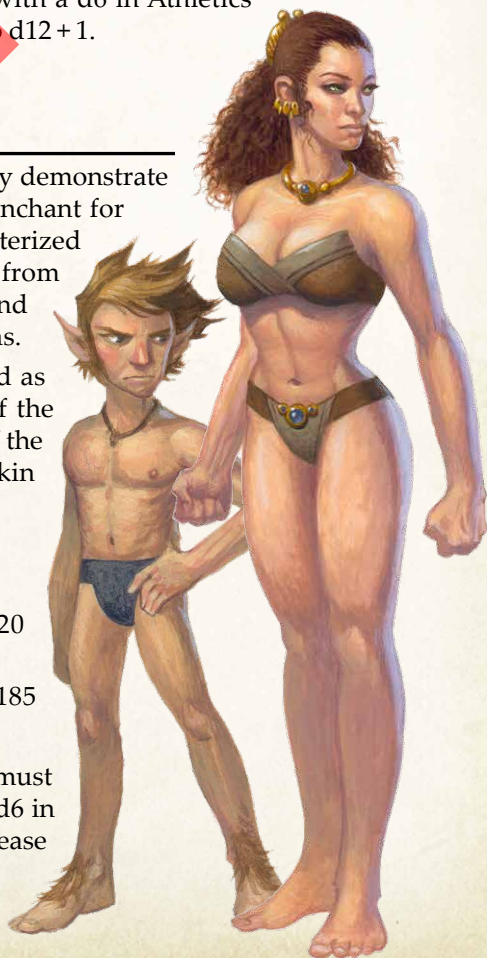
Languages: Common.

Age Range: Adult 17, old age 53, max age 70-110

Human Males: Height 5'-6'6" and weight 130-220 (Average 5'9", 175 lb).

Human Females: Height 4'7"-6'1" and weight 95-185 (Average 5'4", 140 lb).

- **ADAPTABILITY:** Humans start with a free Edge (they must meet the requirements, as usual). They also gain a d6 in any one Attribute instead of a d4. This does *not* increase the attribute limit.



HINDRANCES

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero.

Some Hindrances have mechanical effects. Others are more subjective “roleplaying” Hindrances that help you understand and roleplay your character. They should occasionally cause the hero to act in ways that aren’t necessarily smart, efficient, or in the best interests of the party or the overall goal. That’s what roleplaying games are all about, and the GM may reward you with a Benny when your Hindrances cause significant trouble!

ALL THUMBS (MINOR)

Due to upbringing, lack of exposure, or pure bad luck, some individuals are “all thumbs” when it comes to mechanical or technological devices.

All Thumbs inflicts a -2 penalty when using mechanical or electrical devices. If the hero rolls a Critical Failure while using such a device (and it doesn’t already have a built-in effect), it’s broken. If the GM feels it’s appropriate, it can be fixed with a Repair roll and 1d6 hours of work.

ANEMIC (MINOR)

Anemic characters are particularly susceptible to sickness, disease, environmental effects, and some poisons. They subtract 2 from Vigor rolls made to resist poison, disease, and Fatigue from environmental hazards (see page 151).

ARROGANT (MAJOR)

Arrogant heroes don’t think they are the best — they know it. Whether it’s swordsmanship, oration or painting, these characters flaunt their prowess every chance they get.

Winning isn’t enough for this champion. She wants to dominate opponents and prove there’s no one better. Arrogant individuals look for the greatest threat in battle, taking on lesser minions only because they’re in the way.

BAD EYES (MINOR OR MAJOR)

Your hero’s eyes aren’t what they used to be. The character suffers a -1 penalty to any Trait roll dependent on vision at a distance greater than 5” (10 yards), or -2 as a Major Hindrance.

If eyeglasses are available, they negate the penalty when worn. If lost or broken during a combat (generally a 50% chance when he’s Wounded, falls, or suffers some other trauma), the character is Distracted (and Vulnerable if a Major Hindrance) until the end of his next turn.

BAD LUCK (MAJOR)

Your hero is a little less lucky than most, getting one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.

BIG MOUTH (MINOR)

Loose lips sink ships, the saying goes. This hero’s mouth could drown an armada.

These blabbermouths can’t keep a secret very well. They reveal plans and give away things best kept among friends, usually at the worst possible times.

BLIND (MAJOR)

The individual is completely without sight, and suffers a -6 to all physical tasks that require vision (GM’s call). On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance.

BLOODTHIRSTY (MAJOR)

Your hero never takes prisoners unless under the direct supervision of a superior. This cold-blooded ruthlessness causes enemies to respond in kind, which often costs vital information, creates constant enemies, and may get the hero (and companions) in trouble with superiors or the authorities.

CAN’T SWIM (MINOR)

On Golarion, people who weren’t raised around a temperate body of water aren’t likely to know how to swim. Those with this Hindrance suffer a -2 penalty to the Athletics skill when swimming, and each



inch moved in water costs 3" of Pace. See **Movement** (page 123) for more details and **Drowning** (page 151).

CAUTIOUS (MINOR)

These planners personify restraint and carefulness. They never make rash decisions, preferring to plot things out in detail long before any action is taken.

CLUELESS (MAJOR)

Clueless heroes don't pay much attention to the world around them and can't seem to find a haystack in a small pile of needles.

The character suffers a -1 penalty to **Common Knowledge** and **Notice** rolls.

CLUMSY (MAJOR)

Your hero is uncoordinated and often stumbles over her own feet. Subtract 2 from **Athletics** and **Stealth** rolls.

CODE OF HONOR (MAJOR)

Honor is very important to your character. She keeps her word, doesn't abuse or kill prisoners, and generally tries to treat others with due respect. She may have a prescribed code of conduct in line with the mores of a particular deity, cause, or social order.

CURIOUS (MAJOR)

It killed the cat, and it might kill your hero as well. Curious characters stick their nose in others' business and always want to know what's behind a potential mystery or secret.

DEATH WISH (MINOR)

Having a death wish doesn't mean an adventurer is suicidal — he might just think his life is worth less than some noble but clearly deadly goal.

Those with a **Death Wish** don't throw their lives away for no reason, but when there's a chance to complete a goal they do anything — and take any risk — to achieve it.

DELUSIONAL (MINOR OR MAJOR)

Your hero believes something considered quite strange by most others. **Minor Delusions** are harmless or the character generally keeps it to himself (the magistrate puts sleeping powder in the water supply, dogs can talk, we're all just characters in some bizarre game, etc.).

With a **Major Delusion**, the hero expresses opinions on the situation frequently and it can occasionally lead to danger (all potions are deadly, armor gives me hives, zombies are my friends).

DRIVEN (MINOR OR MAJOR)

A vow is a commitment to others — driven characters want something for themselves. It may be to protect the realm, prove you're the best knucklebones player in the kingdom, or the best equestrian on Golarion.

The Minor version shapes the character and influences decisions but either happens rarely or is fairly harmless. As a Major Hindrance it's an overriding desire that comes up frequently or causes peril for the hero and companions.

ELDERLY (MAJOR)

Your adventurer is getting on in years. Reduce Pace by 1 and subtract 1 from running rolls (minimum 1). Elderly characters also suffer a -1 penalty to Agility, Strength, and Vigor rolls, but not their linked skills.

On the plus side, the wisdom of years grants the hero 5 extra skill points which may be used for any skills linked to Smarts.

ENEMY (MINOR OR MAJOR)

Someone out there hates the character and wants him ruined, locked away, or dead. The value of the Hindrance depends on how powerful the enemy is and how often they might show up. A Minor Enemy might be a lone warrior out for vengeance or a betrayed brotherhood that's deadly but appears rarely. A Major Enemy might represent powerful authorities, a band of ruffians, or a single very powerful and relentless rival.

If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.

GREEDY (MINOR OR MAJOR)

A miser measures worth in material possessions or wealth. If a Minor Hindrance, the character argues bitterly for more than a fair share of any loot or reward the party might come across. As a Major Hindrance, he fights over anything that seems unfair, and may even kill for it.

HABIT (MINOR OR MAJOR)

Your warrior has an annoying or dangerous compulsion. A Minor Habit irritates companions but isn't dangerous. Maybe the character picks her nose, can't stop fiddling with some item, says "ummm" in the middle of every sentence, or chews food with her mouth open.

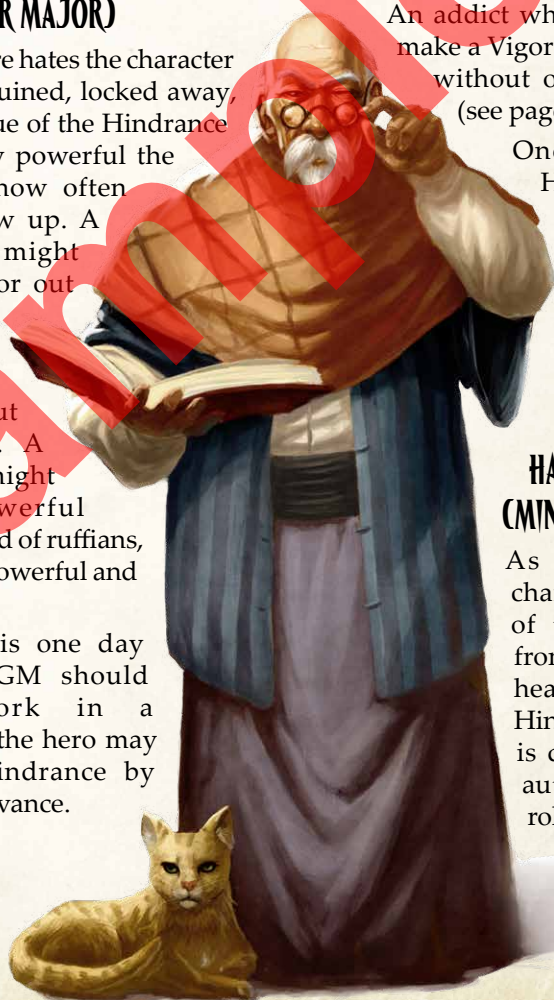
A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or even a penchant for gambling with money stolen from allies.

An addict who doesn't get his fix must make a Vigor roll every 24 hours he goes without or take a level of **Fatigue** (see page 132).

Once every 24 hours, a Healing roll with some sort of appropriate medicine removes one level of Fatigue for four hours. After that the Fatigue returns and can only be recovered with the addicting substance.

HARD OF HEARING (MINOR OR MAJOR)

As a Minor Hindrance, characters who've lost some of their hearing subtract 4 from Notice rolls made where hearing is involved. A Major Hindrance means the character is deaf. She cannot hear and automatically fails all Notice rolls that depend on being able to detect sound.



HEROIC (MAJOR)

This noble soul never says no to a person in need. She doesn't have to be happy about it, but will always come to the rescue of those who can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

HESTANT (MINOR)

Your hero hesitates in stressful situations. Draw two Action Cards in combat and act on the lowest. If you draw a Joker, use it normally and ignore the Hindrance for the round (hence this being a Minor Hindrance, it actually increases your chances of drawing a Joker!)

Hesitant characters cannot take the Quick or Level Headed Edges.

ILLITERATE (MINOR)

Your hero can't read. Perhaps he can sign his name or make his mark or recognize a single common word, but little else. He also knows very little math. He can probably figure $2 + 2 = 4$, but multiplication and the like are beyond the pale.

Illiterate characters can't read or write in any language, by the way, no matter how many they actually speak.

IMPULSIVE (MAJOR)

These daredevils almost always leap before they look. They rarely think things through before taking action, avoid complicated plans, and are at the head of any charge.

JEALOUS (MINOR OR MAJOR)

Insecurity leads to envy of others' accomplishments or belongings. Such individuals complain, pout, and claim credit for other's accomplishments.

As a Minor Hindrance, the character's jealousy is focused on one particular subject (such as an "unrivaled" skill or a romantic interest), or comes up rarely. As a Major Hindrance, the character is jealous of anyone and everyone that outshines them. He consistently bad-mouths rivals, tries to upstage them, or actively plots to discredit anyone who threatens his ego.

LOYAL (MINOR)

This stalwart defender risks her life for friends without hesitation. Some Loyal heroes may not *act* very nice, but are the first to come to their friends' rescue when they're threatened.

MEAN (MINOR)

This curmudgeon is ill-tempered and disagreeable. He has trouble doing anything kind for anyone else, must be paid for services, and doesn't accept awards or favors graciously. Besides the obvious roleplaying issues, Mean characters subtract 1 from Persuasion rolls.

MILD MANNERED (MINOR)

Your milquetoast just isn't threatening. Maybe the hero is a little doughy around the middle, has a kind face, or a soft voice. Whatever the issue, the character subtracts 2 when making Intimidation rolls.

MUTE (MAJOR)

Due to trauma or birth, your character has lost the ability to speak. She can write messages to others when needed, use sign language, or some combination of visual communication, but can't form or pronounce words.

Vision-based communication may require a Notice roll to perceive correctly (illumination and similar penalties apply).

OBESE (MINOR)

Those who carry their weight well have the Brawny Edge. Those who don't might be Obese. A character cannot be both Brawny and Obese, and this Hindrance can't increase your Size above +3.

An Obese hero's Size (and therefore Toughness) increase by +1. Reduce Pace by 1, and decrease the running die one die type (minimum d4). Strength is considered one die type less (minimum d4) for armor and worn gear (not weapons). The hero may also have difficulty finding armor or clothing that fits or entering confined spaces — GM's call, but tight dungeon corridors, twisting caverns, and the like are all likely to cause the hero problems.



OBLIGATION (MINOR OR MAJOR)

Your hero has a responsibility he attends to on a regular basis. He might have a job, volunteer at the local temple, take care of friends or family, and so on.

The Obligation consumes about 20 hours most weeks, or 40+ for the Major version. Exactly what that entails should be discussed between the player and the Game Master.

ONE ARM (MAJOR)

By birth or battle, your hero has lost an arm. Fortunately, the other arm is (now) the “good” one. Tasks that require two hands, such as some Athletics rolls (GM’s call) or using a two-handed weapon, suffer a -4 penalty.

ONE EYE (MAJOR)

This character lost an eye and has trouble with depth perception. Subtract 2 from any Trait roll dependent on vision and more than 5” (10 yards) distant.

OUTSIDER (MINOR OR MAJOR)

For reasons having little or nothing to do with the character’s actions or behavior, she isn’t accepted in many societies on Golarion. Locals are likely to raise prices on the individual, ignore pleas for help, and generally treat her poorly.

Outsiders subtract 2 from Persuasion rolls made to influence those who aren’t their own kind. The Major version means most locals are Unfriendly and bullies are likely to pick fights with her.

OVERCONFIDENT (MAJOR)

There’s nothing out there your hero can’t defeat. At least that’s what she thinks. She believes she can do most anything and never wants to retreat from a challenge. She’s not suicidal, but certainly takes on more than common sense dictates.

PACIFIST (MINOR OR MAJOR)

Your hero absolutely despises violence. Minor pacifism means the hero fights only when given no other choice and never allows the killing of prisoners or other defenseless victims.

Major Pacifists won’t fight living characters under any circumstances. They may defend themselves, but won’t do anything to permanently harm sapient, living beings. They may use nonlethal methods (see page 136), but only in self-defense or the defense of others.

Note that undeniably evil creatures, undead, demons and the like are fair game even for Major Pacifists.

PHOBIA (MINOR OR MAJOR)

Phobias are overwhelming and irrational fears that plague a hero's psyche.

Whenever a character is in the presence of the phobia (GM's call, but generally sight), subtract 1 from all Trait rolls for a Minor Hindrance and 2 for a Major.

Phobias shouldn't be too obvious; everyone should be afraid of vampires, for example, so it's not a phobia, it's common sense. Instead, the phobia usually centers on some random element the mind associates with the event. Remember, phobias are *irrational* fears.

POVERTY (MINOR)

It's said fools and their money are soon parted. Your hero is one of them. The character starts with half the usual starting funds and just can't seem to hang on to funds acquired after play begins. In general, the character halves the total funds every game week.

QUIRK (MINOR)

This individual has some minor foible that is usually humorous but can occasionally cause real trouble. A swashbuckler may always try to slash a mark on foes, a dwarf may brag constantly about dwarven culture, or a snobby *débutante* might not eat, drink, or socialize with the lower class, for example.

RUTHLESS (MINOR OR MAJOR)

These fanatics will do most anything to accomplish their goals. As a Major Hindrance, Ruthless characters are willing to harm anyone who gets in the way. As a Minor Hindrance, these heroes stop short of true harm to anyone except those who directly oppose them.

SECRET (MINOR OR MAJOR)

Your hero keeps a secret to protect himself or others. As a Minor Hindrance, the secret is troublesome or embarrassing but not life-threatening.

The Major version would cause severe problems if discovered. If it ever becomes public knowledge, he should trade this Hindrance for Enemy, Shamed, *Wanted*, or another appropriate Hindrance approved by the GM.

SHAMED (MINOR OR MAJOR)

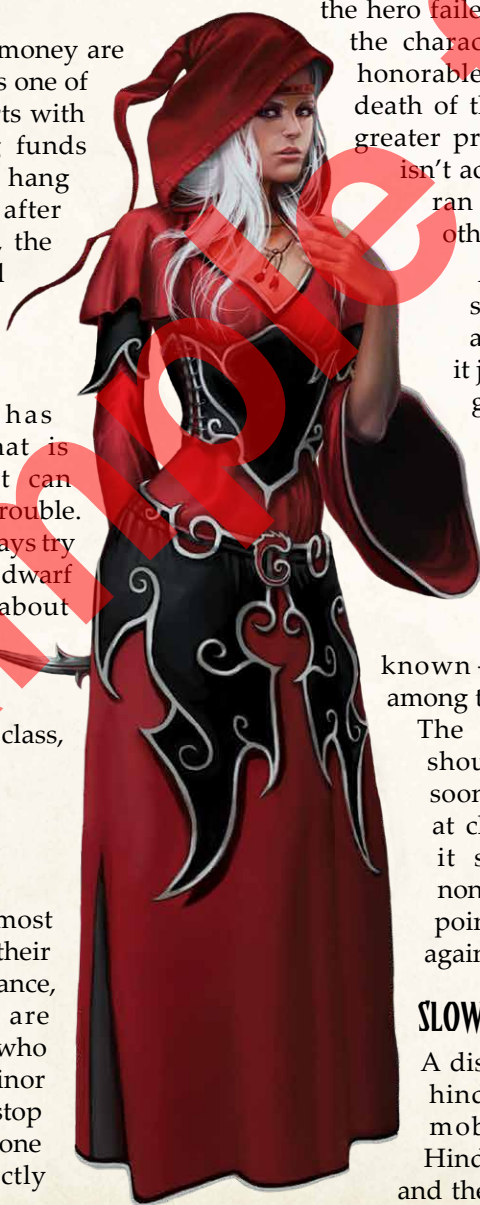
Something haunts your adventurer. Maybe the hero failed to keep a Vow. Maybe the character was defeated in an honorable fight and ordered the death of the foe anyway for some greater principle. Maybe the hero isn't actually cowardly but once ran from a battle and left others to die.

As a Minor Hindrance, the shameful circumstances aren't generally known — it just haunts him. He might go out of his way, against all reason, not to repeat the mistake. Or he might give in to the same set of circumstances and hate himself for it.

As a Major Hindrance, the ill deed is well-known — or at least known among those the hero cares about. The other player characters should be told the tale as soon as possible (preferably at character creation). If not, it should be revealed by nonplayer characters at some point, and occasionally used against the hero.

SLOW (MINOR OR MAJOR)

A disability or past injury has hindered this adventurer's mobility. As a Minor Hindrance, reduce Pace by 1 and the running die one step (if



already d4, reduce to d4 - 1). As a Major Hindrance, reduce the running die a step, reduce Pace by 2, and subtract 2 from Athletics rolls and rolls to resist Athletics (such as Tests or Grappling).

Slow characters may not take the Fleet-Footed Edge.

Prosthesis: A character with the Minor version of this Hindrance may have a prosthesis. If the prosthesis is lost, he suffers the effects of the Major version of Slow.

Wheelchairs: Wheelchairs are available in more enlightened areas of Golarion. Slow heroes may start with a manual wheelchair at no cost (100 gp to replace thereafter).

Wheelchairs require reasonably smooth ground to operate on and have a Pace equal to half the user's Athletics die (max of 3, he cannot run).

SMALL (MINOR)

This adventurer is very skinny, very short, or both. **Size** (see page 138) is reduced by 1, which reduces Toughness as well.

A player character's Size can't be reduced below -1, but the Toughness penalty remains. A Small halfling, for example, remains Size -1 and loses a point of Toughness.

STUBBORN (MINOR)

Stubborn individuals always want their way and never admit they're wrong. Even when it's painfully obvious they've made a mistake they try to justify it with half-truths and rationalizations.

SUSPICIOUS (MINOR OR MAJOR)

Your character is suspicious of everyone. As a Minor Hindrance, this paranoia causes frequent trust issues. Suspicious characters might demand full payment before doing a task, want every agreement in writing, or believe even friends are out to get them.

As a Major Hindrance, Support rolls to aid the distrustful individual are made at -2.

THIN SKINNED (MINOR OR MAJOR)

Personal attacks really get under this individual's skin. As a Minor Hindrance,

subtract 2 when resisting Taunt attacks. As a Major, subtract 4.

TIMID (MAJOR)

Not everyone has ice water in their veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. Subtract 2 from Fear checks as well as rolls to resist Intimidation.

TONGUE-TIED (MAJOR)

Your adventurer flubs cool lines (or thinks of them afterwards!), goes off on tangents when trying to talk someone into something, and generally miscommunicates most everything they say.

The hero suffers a -1 penalty to Intimidation, Performance, Persuasion, and Taunt rolls that involve speech.

UGLY (MINOR OR MAJOR)

Attractive people get all the breaks. This unfortunate individual isn't one of them. The character subtracts 1 from Persuasion rolls, or 2 if taken as a Major Hindrance.

VENGEFUL (MINOR OR MAJOR)

Payback is...well...bad news for someone, and this adventurer is going to get it.

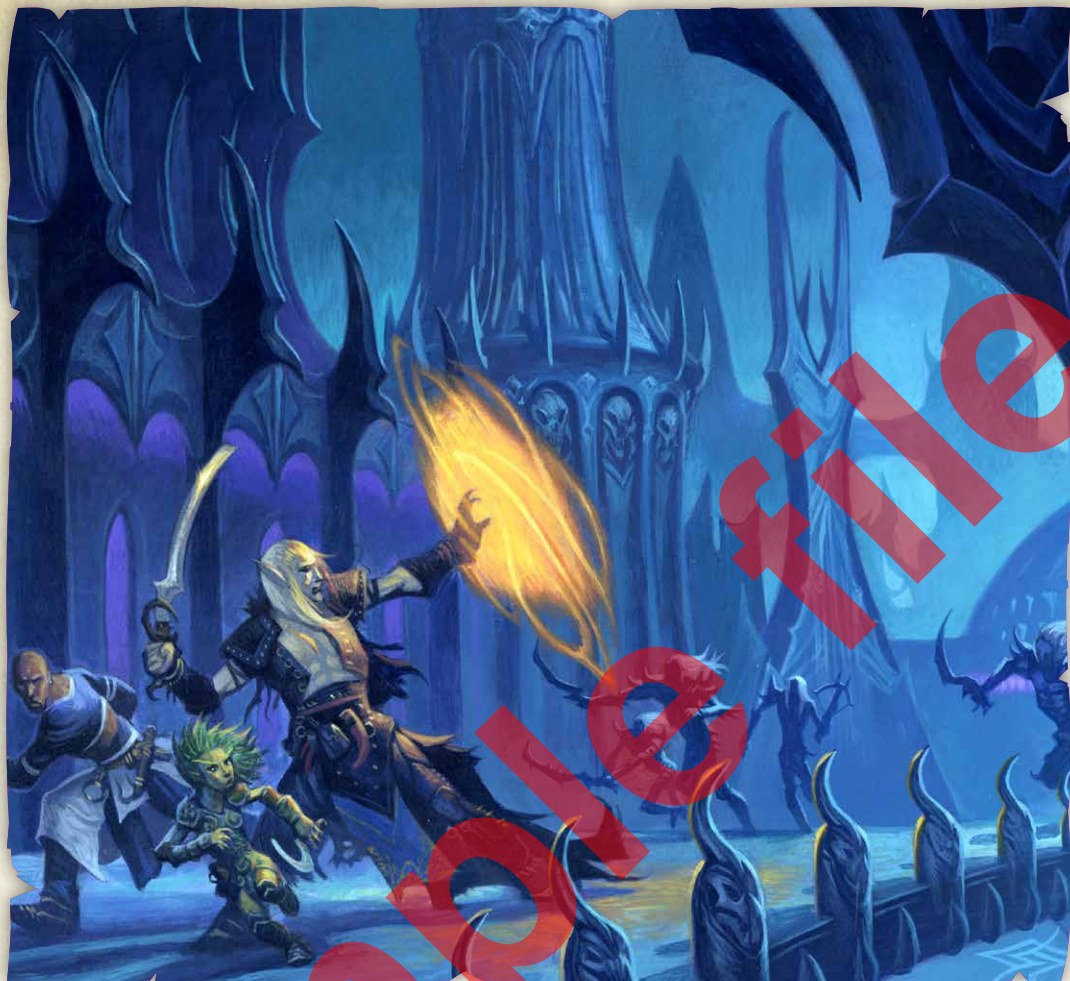
As a Minor Hindrance, the hero usually seeks vengeance legally. The method varies by situation. Some plot and scheme for months while others demand immediate results.

Those with the Major version of this Hindrance won't let anything prevent them from a reckoning. This doesn't mean they immediately resort to violence, but their actions always escalate until total and complete satisfaction is achieved.

VOW (MINOR OR MAJOR)

The character has sworn an oath to someone or something they believe in.

The danger in fulfilling the Vow and how often it might occur determines the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals.



A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.

WANTED (MINOR OR MAJOR)

Your hero has committed some crime and will be arrested if discovered by the authorities. The level of the Hindrance depends on how serious the crime was and how active the hunters are. A hero accused of theft may have only a Minor Hindrance, as might someone wanted for more serious crimes away from the main campaign area.

Being accused of murder is a Major Hindrance in the "civilized" societies on Golarion if there's someone around to seek justice (or vengeance).

YOUNG (MINOR OR MAJOR)

The hero is 12–15 years old (in human years — adjust this for other ancestries). He only has 4 points to adjust attributes instead of 5, and 10 skill points instead of 12. The youth may also have legal restrictions depending on any local customs (can't drink alcohol, can't carry a weapon, and so on).

On the plus side, youths draw one extra Benny at the beginning of each game session (this stacks with other Edges such as Luck or Great Luck).

Most Young characters should also take the Small Hindrance, but it's not mandatory.

As a Major Hindrance, the character is Very Young (8 to 11 years old), getting only 3 points for attributes and 10 for skills, along with the Small Hindrance. Very Young heroes draw two extra Bennies at the start of each session.

TRAITS

Characters are defined by their “Traits,” attributes and skills ranked by die types. A d6 is average for humans, while higher die types reflect much greater ability.

Attributes are primarily passive or innate abilities used for resisting effects like fear or supernatural attacks. **Skills** are used to *actively* do things or affect others.

Exceptions occur, but these are the foundational differences between the two concepts.

ATTRIBUTES

Attributes don’t directly affect skill rolls. *Savage Pathfinder* treats learned knowledge and training as the most relevant and direct factors. A high attribute allows one to increase a skill faster and opens up options to Edges that greatly differentiate two characters with the same skill.

Every character starts with a d4 in each of five attributes and has five points with which to improve them.

Agility is a measure of a character’s nimbleness, dexterity, and general coordination.

Smarts measures raw intelligence, mental acuity, and how fast a heroine thinks on her feet. It’s used to resist certain types of mental and social attacks.

Spirit is self-confidence, backbone, and willpower. It’s used to resist social and supernatural attacks as well as fear.

Strength is physical power and fitness. It’s also used as the basis of a warrior’s damage in hand-to-hand combat, and to determine how much he can wear or carry.

Vigor represents an individual’s endurance, resistance to disease, poison, or toxins, and how much physical damage heroes can take before they can’t go on. It is most often used to resist Fatigue effects, and as the basis for the derived stat of Toughness.

USING ATTRIBUTES

Attributes are used to:

- Determine how fast skills increase during **Advancement** (page 90).
- Limit access to **Edges** (page 40), including Class Edges.
- Derive secondary statistics such as Toughness or melee damage.
- Resisting powers or social attacks such as Taunt or Intimidation; Evading area effect attacks.

SKILLS

Heroes have 12 points to buy skills during character creation. A skill that’s below the linked attribute (noted in parentheses beside the skill name) is cheaper to increase than one that’s at or above it. See page 16 for **Character Creation** and page 90 for **Advancement**.

Core skills are marked with a **red star**, and start at d4 for player characters (see page 17).

Characters can attempt skills they don’t have but it’s more difficult. See **Unskilled Attempts** on page 119.

ACADEMICS (SMARTS)

Academics reflects knowledge of the arts, history, archaeology, religion, and similar fields, or the ability to find that information. If an explorer wants to research when the Imperial Calendar began or cite a line from *Azvadeva Pujila*, or use his linguistic expertise to decipher a dead language, this is the skill to have.

★ ATHLETICS (AGILITY)

Athletics combines an individual’s coordination with learned skills such as climbing, jumping, balancing, wrestling, swimming, throwing, or catching. Characters who rely on physical power more than coordination can take the **Brute** Edge (page 41) to link this skill to Strength instead of Agility.

BATTLE (SMARTS)

Battle is an individual’s command of strategy and tactics. It can be used for general military knowledge and is critical when commanding troops in **Mass Battles** (see page 158).

BOATING (AGILITY)

Characters with this skill can handle most any common waterborne boat or ship. They also know how to handle common tasks associated with their vessel such as tying knots, rigging sails, or following currents.

★ COMMON KNOWLEDGE (SMARTS)

Characters roll Common Knowledge to know people, places, and things of their locale, including etiquette, geography, culture, current events, contacts, and customs.

DRIVING (AGILITY)

Although rare on Golarion, Driving allows a hero to control any powered ground vehicle. Self-powered transports use Athletics, while beast-drawn conveyances use Riding.

Driving rolls are typically only needed in dangerous or stressful conditions, such as chases or when navigating dangerous roads or attempting to race through crowded city streets.

FAITH (SPIRIT)

Clerics and druids use Faith as the arcane skill required for their **Arcane Backgrounds**, described on pages 48 and 52.

FIGHTING (AGILITY)

Fighting covers all hand-to-hand (melee) attacks, whether it's with fists, axes, swords, or martial arts. It reflects skill as well as raw power, savagery, and fearlessness.

GAMBLING (SMARTS)

Gambling is common in taverns, roadside inns, the barracks of most armies, or below decks of ships at sea.

To simulate an hour of gambling without having to roll for every single toss of the dice or hand of cards, have everyone agree on the stakes, such as 10 gold coins, etc. Everyone in the game then makes a Gambling roll. The lowest total pays the highest total the difference times the stake. The next lowest pays the second highest the difference times the stake, and so on. If there's an odd man left in the middle, he breaks even.

Example: A rogue rolls highest with a 10 and the bard rolls lowest with a 4. The difference is 6, so the bard pays 6 × the stake of 10, or 60 gp.

Cheating: A character who cheats adds +2 to his roll. The GM may raise or lower this modifier depending on the particulars of the game or the method of cheating. If a cheater rolls a Critical Failure, however, she's caught. The consequences depend on the circumstances and who noticed, but are usually unpleasant!

HEALING (SMARTS)

Healing has multiple uses, from treating Wounds to diagnosing diseases and analyzing certain kinds of forensic evidence.

See page 128 for rules on mending and treating Wounds, and pages 152 and 155 for treatment of disease or poison.

Healing can also be used to analyze evidence that relates to anatomical trauma, including cause of death and approximate time, a general angle of attack, and similar matters. Success provides basic information and a raise increases the details uncovered.

INTIMIDATION (SPIRIT)

Intimidation is the art of frightening an opponent so that he backs down, reveals information, or flees.

Intimidation is an opposed roll resisted by the opponent's Spirit. In combat, this is a **Test** (see page 140). Out of combat, a successful roll means the foe backs down for the most part, reveals some information, or slinks away when the opportunity presents itself. A raise might mean the target backs down for the remainder of the scene, spills all the beans, or runs away as fast as possible.

In or out of combat, a Critical Failure on the roll means the target is immune to this character's Intimidation attempts for the remainder of this encounter!

Networking: Intimidation can also be used as a "macro" skill to simulate several hours of working the streets. See **Networking** on page 160 to see how to crack some heads for favors or information.

★ NOTICE (SMARTS)

Notice is a hero's general awareness and alertness. It's used to sense sights, sounds, tastes, and smells, spot clues, detect ambushes, spot hidden weapons on a foe, or tell if a rival is lying, frightened, happy, etc.

Success conveys basic information — the character hears movement in the forest, smells distant smoke, or senses someone isn't being completely truthful.

A raise grants more detail, such as the direction of a sound or odor or what topic a person is avoiding or lying about.

OCCULT (SMARTS)

Occult reflects knowledge and experience of magical and supernatural events, processes, items, and creatures.

It can be used to decipher glyphs, recall information about Golarion's monsters, recall cures for supernatural maladies like lycanthropy or vampirism, and so on.

Finding information in a library, a wizard's lair, or in an old dusty tome uses the Academics skill. If the investigator's Occult skill is higher, she may use that instead. See Academics on page 33.

Some esoteric information will be familiar to people with certain skills. If the situation warrants (and with the GM's permission), you may substitute Faith or Spellcasting in place of Occult.

PERFORMANCE (SPIRIT)

A good entertainer can lift spirits, rally a crowd to action, or simply earn a few coins from the locals. Specifics depend on the situation, setting, and how well the character is known in the area.

Performance covers singing, acting, playing an instrument, or similar tasks that require an audience to appreciate. It is also the arcane skill used by bards.

Raising Funds: The amount of money a character can raise by performing is extremely subjective, but as a general rule a successful performance earns 50 gp × the character's Rank (Novice 1, Seasoned 2, 3 for Veteran, 4 for Heroic, and 5 for Legendary). A raise doubles the amount earned.

LANGUAGES

Most individuals speak several languages. Instead of languages being skills, heroes in *Savage Pathfinder* either know a language or they don't. All characters know Common plus a number of languages equal to half their Smarts die (typically chosen from the native language(s) listed in their Ancestry). Each increase on Smarts earns the character another language.

Comprehension: Intimidation, Persuasion, and Taunt require the character to make herself understood to be effective. If a hero attempting one of these skill is using a language the target doesn't understand, the attempt is made at -2.

COMMON GOLARION LANGUAGES

LANGUAGE	TYPICAL SPEAKERS
Abyssal	Demons and evil outsiders.
Aklo	Inhuman or otherworldly monsters; evil Fey.
Aquan	Aquatic creatures.
Auran	Flying creatures.
Celestial	Angels and good outsiders.
Common	Humans and hero races.
Draconic	Dragons and reptilian humanoids.
Druidic	Druids.
Dwarven	Dwarves.
Elven	Elves and half-elves.
Giant	Cyclops, Giants, Ogres, and Trolls.
Gnome	Gnomes.
Goblin	Bugbears, Goblins, and Hobgoblins.
Gnoll	Gnolls.
Halfling	Halflings.
Ignan	Fire-based creatures.
Infernal	Devils and evil outsiders.
Orc	Orcs and half-orcs.
Sylvan	Centaur, Fey, plant creatures, and unicorns.
Terran	Earth-based creatures.
Undercommon	Drow, duergar, morlocks, and svirfneblin

If the performer has built up a solid reputation in the area or the venue is particularly large, the GM should increase the base gp value appropriately.

Deception: Performance can be used instead of Persuasion if the character is attempting to deceive, bluff, or disguise herself and the GM agrees it makes sense in the context of the situation.

REACTIONS

The GM can use the table below to roll or choose a character or group's initial attitude.

REACTION TABLE

2D6 INITIAL REACTION

2 **Hostile:** The target is openly hostile. He may attack if possible, or otherwise betray, report on, or hinder the party at the first opportunity. He doesn't help without an overwhelming reward or threat of some kind.

3 **Unfriendly:** The character isn't interested in helping unless he has little choice and/or is offered a substantial payment or reward.

4-5 **Uncooperative:** The target isn't interested in getting involved unless there's a significant advantage to himself.

6-8 **Neutral:** The character has no particular attitude toward the group. He expects fair payment for any sort of favor or information.

9-10 **Cooperative:** The character is generally sympathetic. He helps if he can for a small fee, favor, or kindness.

11 **Friendly:** The individual goes out of his way for the hero. He likely does simple tasks for very little, and is willing to do more dangerous tasks for fair pay or other favors.

12 **Helpful:** The target is anxious to help the hero and probably does so for little or no reward.

★ PERSUASION (SPIRIT)

Persuasion is the ability to convince others to do what you want through reason, cajoling, deception, rewards, or other friendly means. Persuasion isn't mind control. It can change someone's attitude but not their goals. A bandit may let you keep a sentimental piece of jewelry with a good Persuasion roll but still takes all your other goods.

When used to **Support** allies (page 138) it's an unopposed roll. If the target is resistant, it's an opposed roll vs. the target's Spirit. The GM should modify the roll as appropriate based on roleplaying, any pertinent Edges or Hindrances that affect the conversation, and the circumstances.

Reaction Level: How much a person is willing to cooperate depends largely on their attitude toward whoever's talking to them. The Game Master can decide how nonplayer characters feel based on the setting, or roll on the **Reaction Table** (see sidebar) when having no preconceived notions.

Success improves the target's attitude one level and a raise improves it two. Further increases aren't generally possible in the same encounter — it takes individuals a little time to adjust their biases.

Failure means the target won't change his mind this encounter or until the situation changes in some important way. A Critical Failure also *reduces* the target's attitude two levels.

Only one roll should generally be allowed per interaction unless new information is revealed, a substantial reward is offered, etc.

Networking: Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information. See **Networking** on page 160.

PILOTING (AGILITY)

Although rare on Golarion, Piloting allows a character to maneuver any kind of airship.

A being with the innate ability to fly (having wings, for example) uses Athletics instead.

REPAIR (SMARTS)

Repair is the ability to take apart and/or fix mechanical gadgets, vehicles, weapons, and other simple devices. It also covers the use of demolitions and explosives.

How long a Repair roll takes is up to the GM and the complexity of the task. Success means the item is functional. A raise on the Repair roll halves the time required.

Tools: Characters suffer a minor penalty (-1 to -2) to their roll if they don't have access to basic tools, or a major penalty (-3 to -4) if the device requires specialized equipment.

RIDING (AGILITY)

Riding allows a hero to mount, control, and ride any beast or beast-drawn vehicle. This includes horses, camels, dragons, wagons, chariots, and the like. See the rules for **Mounted Combat** on page 135.

SCIENCE (SMARTS)

Those with this skill have studied various disciplines from architecture to natural sciences to engineering and other "hard" sciences.

A successful roll reveals basic information about a topic, and a raise grants more details.

SHOOTING (AGILITY)

Shooting covers all attempts to hit a target with a ranged weapon such as a bow or crossbow (thrown weapons use **Athletics**, page 33). See Chapter Three for details on ranged combat.

SPELLCASTING (SMARTS)

Sorcerers and wizards use Spellcasting as their arcane skill when casting spells. See Chapter Five for more information on magical powers.

★ STEALTH (AGILITY)

Stealth is the ability to hide and move quietly. A simple success on a Stealth roll means the character avoids detection if enemies aren't particularly alert. If the character fails the roll, the enemy realizes something is amiss and begins actively searching for whatever roused them.

Once foes are alerted and active, Stealth is opposed by Notice (a group roll if there are many foes, see page 119).

The GM should apply any circumstantial penalties to Notice rolls for darkness, cover, noise, distractions, and any difference in the target's Scale (just like when attacking, see **Scale** on page 138). Sneaking through dry leaves might subtract 2 from the Stealth roll,



for example, while spotting someone in the dark uses the Illumination penalty listed on page 134 (-4). Don't apply the same modifier to both rolls, however. If Stealth is at -2 for the leaves, don't give Notice a +2 for them as well.

Attacking from Stealth: Sneaking up close enough to make a melee attack *always* requires an opposed Stealth roll versus the target's Notice, whether the guard is actively looking for trouble or not.

If successful, the attacker is considered on Hold (page 134) and the victim is **Vulnerable** (page 132) to him (but not others) until the attacker's turn ends (not the defender's in this case). With a raise, the attacker has **The Drop** (page 132) instead.

Before the attacker strikes, the defender and any other beings on his side must check for Surprise (see page 139). The attacker may come off Hold and resolve his strike; then the rest of the round progresses normally.

Movement: In combat, characters roll Stealth each turn as a free action at the end of

their move or any action the GM thinks might draw attention.

Out of combat, the distance moved depends entirely on the situation. The GM might want a roll every minute if the group is sneaking around the perimeter of a defensive position, or every few miles if they're trying to quietly walk through a dark forest without alerting the creatures that live there.

SURVIVAL (SMARTS)

Survival allows a character to find food, water, or shelter in hostile environments. It can also be used to navigate wilderness environments, figure out which plants are good to eat and which aren't, and so on.

A successful Survival roll provides enough food and water for one person for one day; or five people with a raise.

More detailed information on **Hunger** and **Thirst** can be found under **Hazards** on page 155.



Tracking: Survival can also be used to detect and follow tracks. Each roll generally covers following the tracks for one mile, but the GM should adjust this as needed for specific circumstances. A character moves at half Pace and cannot run while tracking a foe.

The Game Master should assign a bonus or penalty based on the target, environment, and time. Tracking a large group that recently passed through a snow-covered area might grant a bonus of +4, while following a single person over rocks and streams after more than a day incurs a -4 penalty.

TAUNT (SMARTS)

Taunt attacks a person's pride through ridicule, cruel jests, or oneupmanship.

Taunt is an opposed roll resisted by the opponent's Smarts. In combat, this is a **Test** (see page 140).

Out of combat, success means the defender backs down, slinks away, or starts a fight. A raise might leave the victim cowed for the remainder of the encounter, cause them to storm out in tears, or even make a reckless attack.

A Critical Failure on the Taunt means the target is immune to this character's Taunts for the remainder of the encounter.

THIEVERY (AGILITY)

Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps, and similar acts of misdirection, sabotage, subterfuge, and manipulation are called Thievery.

If used to pick a lock, crack a safe, disable a trap, or perform a simple unopposed action, success opens or disables the device, and a raise does it in less time, without tripping alarms, or whatever else the GM feels is appropriate.

Sleight of hand, hiding or planting an item, or picking a pocket require a simple success. If foes are actively watching the character, Thievery is opposed by Notice.

The Game Master should assign penalties for particularly difficult circumstances. Picking a heavy padlock might have a -4 penalty, while hiding a dagger in bulky winter clothing might grant a +2 bonus. Failure typically

COMPREHENSIVE MODIFIERS

Rather than a long list of specific bonuses and penalties to skill rolls such as Stealth, Survival, Thievery, etc, *Savage Pathfinder* leaves any modifiers to the GM.

This approach allows her to look at the entire situation and assign a bonus or penalty as the situation requires, usually from +4 to -4. She can consider all the factors more generally, especially those that overlap, like dual penalties for rain or darkness that both limit visibility and therefore shouldn't stack, and assign an overall modifier without having to consult a table in the middle of a tense scene.

As a general guideline, +/-1 is a very minor modifier and +/-2 is a typical advantageous or disadvantageous circumstance. A modifier of -3/-4 means the task is very difficult, and extremely unlikely to do well (a raise result), while +3 /+4 all but guarantees success and makes a raise very likely.

means the character is spotted or it takes too much time (after which the character can try again). A Critical Failure typically sets off the trap, alerts the victim, or jams the device so that it must be opened or interacted with in a different way.

EDGES

On the following pages are dozens of Edges for *Savage Pathfinder*. Edges are grouped by type to help during character creation, and you'll find a handy summary of each on page 94.

Unless an Edge specifically says otherwise, it may only be selected once.

REQUIREMENTS: Below each Edge is the minimum **Rank** (see page 16) required to take it along with any other prerequisites such as attributes, skills, or other Edges.

BACKGROUND EDGES

These Edges are typically advantages a character is born with, learns from prolonged and extensive training, or gains after exposure to certain events.

Players can choose these Edges after character creation with a little rationalization. An individual might choose the Attractive Edge, for example, by cleaning himself up, getting a makeover, and generally paying more attention to physical appearance. Characters might also be able to gain an Arcane Background by finding and studying a spellbook or training with another arcane type in their party during downtime between adventures.

ALERTNESS

REQUIREMENTS: Novice

Not much gets by this hero. Very observant and perceptive, she adds +2 to Notice rolls to hear, see, or otherwise sense the world around them.

AMBIDEXTROUS

REQUIREMENTS: Novice, Agility d8+

Your warrior is equally deft with both hands. She ignores the **Off-Hand** penalty (see page 136).

If holding a weapon in each hand, she may stack Parry bonuses (if any) from both weapons.

ARCANE BACKGROUND (MAGIC OR MIRACLES)

REQUIREMENTS: Novice

Exposure to strange energies, studies at a magical school, or gifts from divine or spiritual entities sometimes grant champions their own powers and abilities.

If you want to play a bard, cleric, druid, sorcerer, or wizard based on the original Pathfinder game system's character classes, see the Class Edges beginning on page 43. If you want to make your own custom mage or priest, use the rules here:

Arcane Background (Magic): Mages use Spellcasting as their arcane skill, and have **Armor Interference (Light)** (meaning they subtract 4 from their Spellcasting rolls and from their agility and agility-based skill rolls if using medium or heavy armor or shields). On taking this Edge, you get three starting powers and 10 Power Points.

A mage's **available powers are:** *Arcane protection, baleful polymorph, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, mind link, mind reading, mind wipe, object reading, plane shift, protection, puppet, relief, scrying, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport, time stop, wall walker, warrior's gift, wish, zombie.*

Arcane Background (Miracles): Priests use Faith as their arcane skill and must choose a **Domain** (see page 50). When they take this Edge, they get 10 Power Points, any three powers listed under the cleric's available powers list or their Domain. They also gain Vow (Major) to serve their deity.

ARCANE RESISTANCE

REQUIREMENTS: Novice, Spirit d8+

Magic and the supernatural hold little sway with this individual. Whether by nature, heritage, or training the character is particularly resistant to magic and other supernatural energies.

Enemy arcane abilities targeting the hero suffer a -2 penalty and magical damage is reduced by 2 as well. This includes magical bonuses granted to weapons, such as the *smite* power or the Damaging enchantment (page 211).

IMPROVED ARCANE RESISTANCE

REQUIREMENTS: Novice, Arcane Resistance

As above, but the penalty to the arcane skill roll and damage are increased to 4.

ARISTOCRAT

REQUIREMENTS: Novice

This individual was born into privilege or came into it later in life. She may or may not have money, but she still walks in the elite social circles of the world.

Aristocrats add +2 to Persuasion when **Networking** (see page 160) with the local elite, nobles, or other aristocrats. They also add +2 to Common Knowledge rolls made to know the etiquette of the upper class, recognize family trees or heraldry, or recall gossip concerning others of their station.

ATTRACTIVE

REQUIREMENTS: Novice, Vigor d6+

It's no secret people are more willing to help those they find physically attractive. Your character adds +1 to Performance and Persuasion rolls if the target is attracted to his general type (gender, sex, species, etc.).

VERY ATTRACTIVE

REQUIREMENTS: Novice, Attractive

Your hero is drop-dead gorgeous. He increases his Performance and Persuasion bonus to +2.

BRAVE

REQUIREMENTS: Novice, Spirit d6+

Those with this Edge have learned to master their fear, or have dealt with so many horrors they've become jaded. These valiant

explorers add +2 to Fear checks and subtract 2 from **Fear Table** results (see page 150).

BRAWNY

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

Your bruiser is very large or very fit. Her Size increases by +1 (and therefore Toughness by 1) and she treats her Strength as **one** die type higher when determining **Encumbrance** (page 104) and **Minimum Strength** to use armor, weapons, and equipment without a penalty (page 104).

Brawny can't increase a character's Size above +3, and it has no effect on Armor Interference or **Armor Restriction**.

BRUTE

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

Brutes focus on core strength and fitness over coordination and flexibility. They treat **Athletics** as linked to Strength instead of Agility for purposes of **Advancement**. The character may



also resist Athletics Tests with Strength if he chooses.

Finally, Brutes increase the Short Range of any thrown item by +1. Double that for the adjusted Medium Range, and double again for Long Range. If a thrown item's Range is 3/6/12, for example, a Brute's Range is 4/8/16.

CHARISMATIC

REQUIREMENTS: Novice, Spirit d8+

Your hero is likable for some reason. She may be trustworthy or kind, or might just exude confidence and goodwill. You get one free reroll on Persuasion rolls.

ELAN

REQUIREMENTS: Novice, Spirit d8+

Elan means energy or spirit. Those who have it rise to the occasion when the going gets toughest. When you spend a Benny to reroll a Trait, add +2 to the total. The bonus applies only when rerolling. It doesn't apply to damage rolls (since they're not Trait rolls), nor does it apply to Soak rolls unless you're using another Benny to reroll the Vigor check.

FAME

REQUIREMENTS:

Novice

Your character is a minor celebrity of some sort. She might be a popular bard in a small fiefdom, a warrior who saved the town, or a beloved wizard who entertains children.

She makes double the normal fee when performing for pay (see **Performance**, page 35). She can also use her celebrity to add +1 to Persuasion rolls if a target is friendly and knows who she is (a Common Knowledge roll modified by how likely the individual is to know the celebrity).

The downside of Fame is that the individual is often recognized, others

frequently want something from her, she may be followed by fans or admirers, or she may not be able to shirk obligations, performances, or other duties without causing trouble for herself.

FAMOUS

REQUIREMENTS: Seasoned, Fame

Your hero is truly famous. She's well-known in a large circle such as a city, kingdom, or a popular traveling road show. She makes 5× the normal fee when performing and adds +2 to Persuasion rolls when influencing friendly individuals who know who she is.

The price is higher for the truly Famous, too, with more demands on her time, obligations, rivals, scandals, and an inability to operate in crowds without being recognized.

FAST HEALER

REQUIREMENTS: Novice, Vigor d8+

Those with this blessing add +2 to Vigor rolls for natural healing, and check every three days instead of five (see **Healing**, page 128).

FLEET-FOOTED

REQUIREMENTS: Novice, Agility d6+

The hero's Pace is increased by +2 and his running die increases one step (from d6 to d8, for example).

LINGUIST

REQUIREMENTS: Novice, Smarts d6+

This world-traveler has an ear for languages. Characters know a number of languages equal to half their Smarts die type automatically.

Those taking this Edge know a number of languages equal to her Smarts die type instead. See the **Common Languages** table on page 35.



LUCK

REQUIREMENTS: Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!).

He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

GREAT LUCK

REQUIREMENTS: Novice, Luck

The player draws two extra Bennies instead of one at the start of each session.

QUICK

REQUIREMENTS: Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt an Action Card of Five or lower, you may discard it and draw again until you get a card higher than Five.

Characters with both the Level Headed and Quick Edges first draw their additional card and choose which to take. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.

CLASS EDGES

Every player character in *Savage Pathfinder* gets a Class Edge for free (or a Background or Professional Edge if you prefer not to have a Class Edge). This helps your adventurer capture the feel of the original Pathfinder system's character classes.

Class Edges are also the foundation for higher Rank advanced Edges and exciting new **Prestige Edges** (see page 78). Class Edges are usually taken at character creation, as most reflect years of training and specialization. You can take them later (or "multi-class") if you like, but work with your GM to explain how your character suddenly acquires such impressive abilities later in her career.

You'll find eleven core Class Edges as well as advanced Edges for higher Ranks on the following page spreads. Look for additional Class Edges in future books.

MULTI-CLASSING

Characters in *Savage Pathfinder* can take an additional core Class Edge or new core Prestige Edge, but only once each Rank.

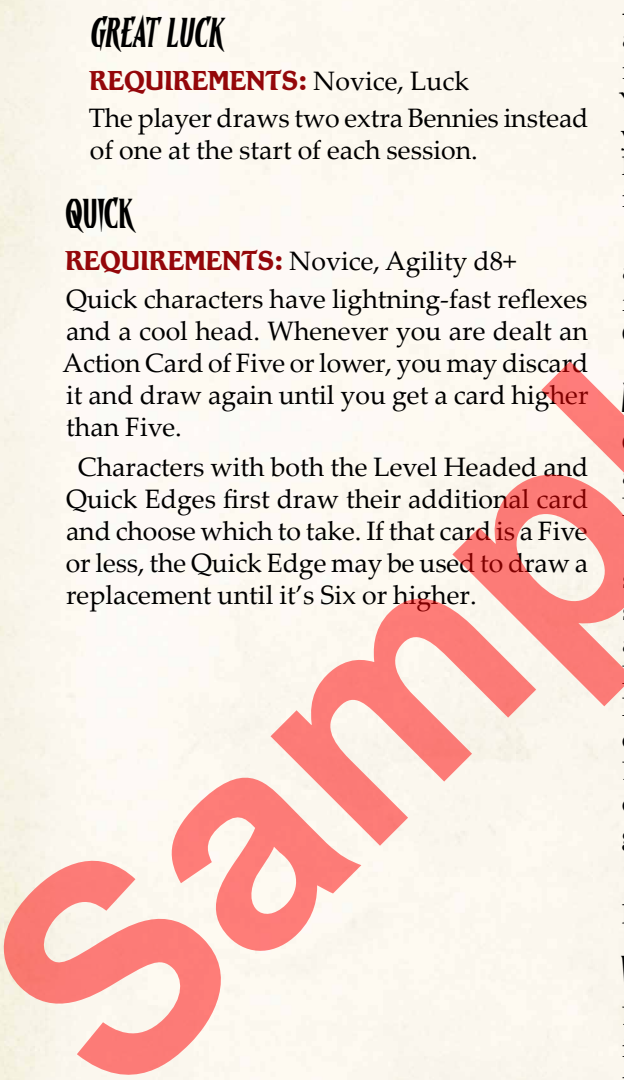
If a character takes a new Arcane Background, she gets the new powers, and a d4 in its arcane skill if she doesn't already have it. If she already has an Arcane Background or Mystic Powers, she uses the largest starting pool of Power Points and applies any increases from other Edges or abilities to it. All of her Arcane Backgrounds and Mystic Powers share this one pool of Power Points. Otherwise, she also gets the Power Points listed for the Edge.

Class Edge abilities apply only to spells provided by that class.

ICONIC CHARACTERS

Each Class Edge on the following pages includes an example "Iconic" hero. These named individuals feature in Pathfinder's lore, and you might find them in Paizo's fiction, games, and other material.

The Iconics are examples of how you *might* build each class. Each has a full set of Advances you can use if you want to play these heroes along their journey to legendary status. Note: the advances show how *these individuals* advanced. When you build *your* character you may choose differently.



BARBARIAN

BARBARIAN

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, these brutal souls swear by the creed of conflict. Battle possessed, these savage warriors disdain the life of the professional guard or soldier. They seek to fight for the sake of the act itself.

Known as barbarians, these warmongers know little of tactics, preparation, or the rules of warfare. For them, only the moment exists. They embrace the possibility that the next battle might hold their death. Within the barbarian's heart beats the primal spirit of struggle. Those who face their rage, beware.

■ **ARMOR RESTRICTION (Medium):** A barbarian's fighting style requires great freedom of movement. They subtract 4 from Agility and Agility-based skill rolls when wearing heavy armor or using a heavy shield.

■ **FAST:** Barbarians are fast and durable runners. They increase their base Pace by +2. This doesn't affect their running die, but does stack with Edges like Fleet-Footed or ancestral modifiers.

■ **RAGE:** Barbarians can call upon inner reserves of strength and ferocity in desperate circumstances. As a limited free action, a barbarian may "rage" voluntarily. If she's Shaken or Wounded, she must make a Smarts roll or rage whether she wants to or not.

Rage lasts five rounds. After the barbarian's fifth turn raging, she takes a level of Fatigue that can only be recovered with an hour's rest (generally no walking, riding, etc).

An Exhausted barbarian who rages is Incapacitated afterward. See page 132 for more on Fatigue.

While raging, a barbarian gains the following abilities:

- **Fury:** Her Strength increases a die type (ignoring her usual maximum) and every attack must be a **Wild Attack** (see page 141). She can't use any skill or ability that requires more than a few seconds of concentration (GM's call).
- **Enraged:** She ignores two points of Wound penalties and all Fatigue penalties (this stacks with any other abilities that reduce those penalties).
- **Reckless Abandon:** If a barbarian rolls a Critical Failure on an attack roll while raging, she hits a random target within range of her attack (*not* the intended target), friend or foe. If there are no applicable targets, she injures herself and suffers Bumps & Bruises (see page 151).

POWERFUL BLOW

REQUIREMENTS: Seasoned, Barbarian

The barbarian's savage Wild Attacks cause +4 damage instead of +2. See Wild Attacks on page 141.

INTIMIDATING GLARE

REQUIREMENTS: Veteran, Barbarian

The fearsome and baleful gaze of the wild barbarian unsettles all but the stoutest souls.

When the barbarian's Action Card is a Jack or higher, she may make an Intimidation roll as a limited free action. She also ignores the usual advice on Repetition (see page 140). She may issue threats and insults if she wants, but her terrible glare is often enough to send shivers down her foes' spines.

STRENGTH SURGE

REQUIREMENTS: Heroic, Barbarian

The barbarian's rage knows no bounds! Her Strength increases two die types when raging instead of just one. This can exceed the character's ancestral limit.



AMIRI (NOVICE, ICONIC PATH BARBARIAN)

Fiery of heart and fierce in battle, Amiri demands respect. Those who offend the barbarian soon learn the wrath of her blood rage. She wields an over-sized bastard sword, her most-prized possession, won from a frost giant years ago. Other than this, Amiri shows no interest in material belongings. She spends freely whenever chance provides, embracing life in the moment and expecting a noble death with the dawn of every day.

ANCESTRY: Human (Adaptable)

ATTRIBUTES

Agility d8
Smarts d4
Spirit d6
Strength d10
Vigor d8

DERIVED

Parry: 6
Toughness: 8 (2)
Pace: 8
Bennies: 3

HINDRANCES: Bloodthirsty, Death Wish, Poverty

EDGES: Barbarian, Brute

LANGUAGES: Common, Goblin, Halfling

SKILLS: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Riding d4, Shooting d6, Stealth d4, Survival d4

GEAR: Bastard Sword (Str+d8, AP 1), short bow (Range 12/24/48, Damage 2d6), 20 arrows, handaxe (Str+d6), studded leather tunic and leggings (+2), adventurer's kit, 9 gp.

AMIRI'S ADVANCEMENT TRACK

1 – Trademark Weapon (Bastard Sword)

2 – Sweep

3 – Vigor d10

S – Powerful Blow

5 – Fighting d10

6 – Menacing

7 – Counterattack

V – Intimidating Glare

9 – Trademark Weapon (Imp)

10 – Sweep (Imp)

11 – Giant Killer

H – Strength Surge

13 – Counterattack (Imp)

14 – Fighting d12

15 – No Mercy

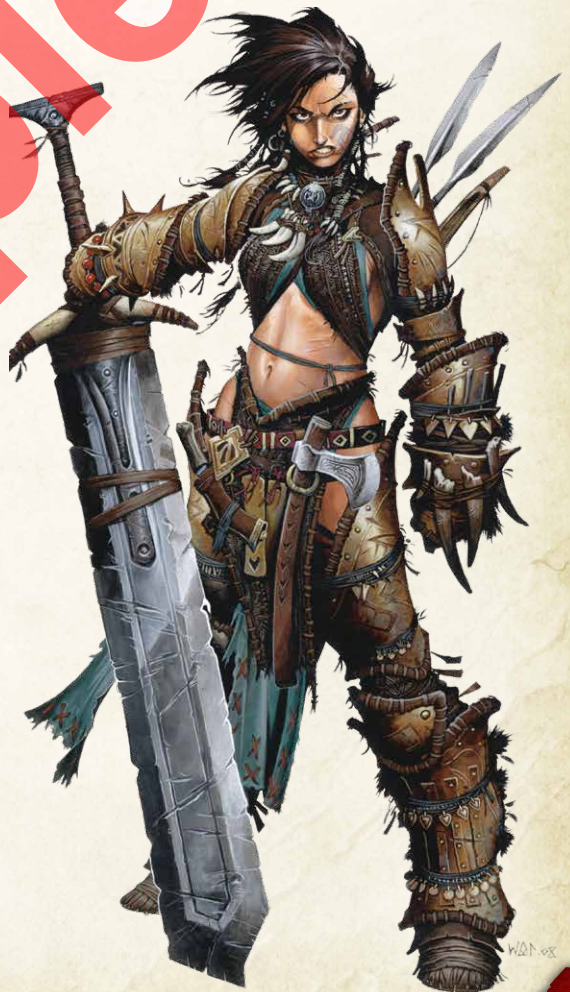
L – Vigor d12

17 – Tough as Nails

18 – Tougher than Nails

19 – Weapon Master

20 – Master of Arms



BARD

BARD

REQUIREMENTS: Novice, Spirit d6+, Common Knowledge d6+

The bards of Golarion bring epic tales of heroism and tragedy to the people. Many are renowned far and wide for their talents, but few realize how crucial they are to parties of brave adventurers. They bolster their allies in dire circumstances, beguile their enemies, and often battle evil with a sword in one hand and a lute in the other.

Bards cast spells by singing, reciting poetry, or reciting epic tales. They are usually erudite individuals, traveling the land to learn bawdy songs, great histories, and epic legends.

Allies must be able to hear the bard to benefit from his various abilities.

- **ARCANE BACKGROUND (Bard):** Bards use Performance as their arcane skill. They have 3 starting powers and 10 Power Points.

Available Powers: *Arcane protection, banish, beast friend, boost/lower Trait, confusion, deflection, detect/conceal arcana, conjure item, dispel, divination, drain Power Points, empathy, fear, healing, illusion, mind link, mind reading, object reading, puppet, sloth/speed, slumber, sound/silence, speak language, stun, summon ally, teleport, warrior's gift.*

- **ARMOR INTERFERENCE (Light):** Bulky armor interferes with a bard's grace and dexterity. They subtract 4 from their Performance rolls and from their Agility and Agility-based skill rolls if using medium or heavy armor or shields.

- **SHARP TONGUED:** Bards may use Performance as Taunt to Test a foe. They may also ignore the Repetition advice given under Tests (see page 140), as long as they recite different verses, stanzas, lyrics, etc. Bards may also substitute Performance for Taunt to meet Edge Requirements.

INSPIRE HEROICS

REQUIREMENTS: Seasoned, Bard

Bards inspire their comrades with epic tales of valor and bravery. Once during any combat encounter (GM's call), the bard can spend a Benny to gain five Inspiration tokens. This is a limited free action.

For the remainder of the encounter, the bard may give these tokens to anyone within a Range of Smarts except himself. This may be done at any time (as long as the bard is conscious). The recipient must use the token immediately — it cannot be saved.

Each Inspiration token allows a character to reroll a Trait or damage roll. A Trait or damage roll may only benefit from a single Inspiration Token, even if there are multiple bards present. Further rerolls require spending a Benny or a special ability.

Inspiration tokens aren't Bennies, don't trigger Edges that use Bennies (such as Elan), and can't be used as such in any other way such as drawing new Action Cards or Soaking Wounds.

COUNTERSONG

REQUIREMENTS: Veteran, Bard

The bard and all allies within 5" (10 yards) get a free reroll when opposing enemy spell effects or attempting to recover from them. This includes rolls to recover from any magical effect as *blind*, *lower Trait*, or *stun*. Countersong doesn't help targets resist or recover from natural effects.

DIRGE OF DOOM

REQUIREMENTS: Heroic, Bard

This baleful song builds dread in the bard's foes. At his discretion, any enemy who spends a Benny to Soak or reroll a Trait or damage roll within 10" (20 yards) and line of sight of the bard subtracts 2 from the final total.



LEM (NOVICE, ICONIC PATH BARD)

Lem possesses a delightful sense of humor, along with a boundless optimism, despite his childhood as a slave in Cheliox. Constantly humming tunes from lore or of his own invention, the impulsive halfling is quick to intervene whenever he witnesses cruelty.

ANCESTRY: Halfling (Agile, Keen Senses, Lucky, Reduced Pace, Size -1, Sure-Footed)

ATTRIBUTES

Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED

Parry: 5
Toughness: 6 (2)
Pace: 5 (d4)
Bennies: 4

HINDRANCES: Impulsive, Mild Mannered, Quirk (Hums)

EDGES: Bard, Charismatic, Luck

LANGUAGES: Common, Elven, Gnome, Halfling

SKILLS: Academics d4, Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Occult d6, Performance d8, Persuasion d6, Stealth d6, Thievery d4

POWERS: *Boost/lower Trait, confusion, empathy.*

GEAR: Dagger (Str+d4), sling (Range 4/8/16, Damage Str+d4, uses Athletics), 20 stones, entertainer's outfit, soft leather tunic and leggings (+2), adventurer's kit, flute, potion of minor *healing*, vial of antitoxin, 5x tinder twigs, 18 gp.

LEM'S ADVANCEMENT TRACK

1 – Spirit d10

2 – Performance d10, Fighting d8

3 – Athletics d8, Persuasion d8

S – Inspire Heroics

5 – Power Points (15 total)

6 – New Powers: *Relief, slumber*

7 – Rabble-Rouser

V – Countersong

9 – Humiliate

10 – New Powers: *Sound/silence, puppet*

11 – Smarts d8

H – Dirge of Doom

13 – Performance d12

14 – Power Points (20 total)

15 – New Powers: *Drain Power Points, warrior's gift*

L – Fighting d10

17 – Channeling

18 – Sidekick

19 – Professional (Performance d12 + 1)

20 – Expert (Performance d12 + 2)



CLERIC

CLERIC

REQUIREMENTS: Novice, Spirit d6+, Occult d6+

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests provide for the spiritual needs of their people. More than mere preachers, clerics serve as emissaries of their gods.

While clerics of different faiths share similar abilities, they are as different from one another as the divinities they serve. Some offer healing and redemption, others judge law and truth, and still others spread conflict and corruption.

- **ARCANE BACKGROUND (Cleric):** Clerics use Faith as their arcane skill. On taking this Edge, a character gains 10 Power Points and must choose a Domain for the deity she serves from the list on pages 50–51. All clerics start with the *healing* power and two other powers from their available powers.
- **AVAILABLE POWERS:** Clerics have access to powers from the list below plus the powers listed for their chosen Domain: *banish, boost/lower Trait, conjure item, darksight, dispel, divination, empathy, healing, light/darkness, relief, resurrection, sanctuary, slumber, smite, sound/silence.*
- **CHANNEL ENERGY:** Clerics can cast the *healing* power at a Range of Spirit rather than Touch. Their *healing* power also has the Additional Recipients Power Modifier, allowing them to heal nearby allies at the cost of one extra Power Point each.
- **VOW (Major):** Clerics have a major vow to serve their deity. Those who wish to draw energy from divine sources must uphold the principles of their Domain.

If the cleric violates their deity's trust (GM's call) the cleric subtracts 2 from Faith rolls for a week. Truly sacrilegious acts might rob her of her powers entirely until she atones in some way.

DESTROY UNDEAD

REQUIREMENTS: Seasoned, Cleric

As an action, the cleric spends 2 Power Points to channel positive energy in a Medium Blast Template centered on herself. Every undead creature within the template must make a Spirit roll or take a Wound (this may be Soaked as usual).

FAVORED POWERS (CLERIC)

REQUIREMENTS: Veteran, Cleric

The cleric has great familiarity with some of her core powers and can cast them quickly and easily. As a limited free action she may ignore up to two points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when casting *healing, sanctuary, or smite.*

This Edge doesn't give her those powers — they must be taken separately.

DIVINE MASTERY

REQUIREMENTS: Heroic, Cleric

Deities reward their clerics with additional power and energy to power their miracles. A cleric who takes this Edge gains access to all her powers' Epic Power Modifiers (see page 175).





KYRA (NOVICE, ICONIC PATH CLERIC)

Kyra's vow to Sarenrae guides her path. With each new day, the cleric renews her oath to fight evil, heal the sick, and protect the innocent. Kyra takes great pride in her faith, her divine powers, and her prowess with a scimitar — all in service to her goddess.

ANCESTRY: Human (Adaptable)

ATTRIBUTES

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d6

DERIVED

Parry: 5
Toughness: 7 (2)
Pace: 6
Bennies: 3

HINDRANCES: Code of Honor, Heroic, Vow (Major — serve Sarenrae)

EDGES: Cleric (Good), Healer

LANGUAGES: Celestial, Common, Elven, Halfling, Kelish

SKILLS: Athletics d4, Common Knowledge d4, Faith d8, Fighting d6, Healing d6, Intimidation d6, Notice d6, Occult d6, Persuasion d6, Riding d4, Stealth d4

POWERS: *Healing, protection, smite*

GEAR: Scimitar (Str+d6), sling (Range 4/8/16, Damage Str+d4, uses Athletics), 20 stones, cleric's vestments, leather tunic, helm, and leggings (+2), adventurer's kit, healer's kit, silver holy symbol, holy water, 29 gp.

KYRA'S ADVANCEMENT TRACK

1 — New Powers: *Boost/lower Trait, relief*

2 — Strength d8

3 — Healing d8, Occult d8

S — Destroy Undead

5 — New Powers: *Dispel, sanctuary*

6 — Channeling

7 — Spirit d10

V — Favored Powers (Cleric)

9 — Faith d10, Persuasion d8

10 — Holy Warrior

11 — Fighting d8

H — Divine Mastery

13 — New Powers: *Divination, sloth/speed*

14 — Vigor d8

15 — Power Points (15 total)

L — New Powers: *Burst, resurrection*

17 — Power Points (17 total)

18 — Spirit d12

19 — Faith d12, Persuasion d10

20 — Tough as Nails



DEITIES & DOMAINS

A cleric must choose a Domain appropriate for the deity she serves. Each deity has different aspects representing the god's personality and a unique powers list. When choosing powers, a cleric can choose from this list in addition to the list of powers available to all clerics on page 48.

DOMAINS

CIVILIZATION (COMMUNITY, NOBILITY)

- **ASPECTS:** Cities, towns, legacy, lineage
- **DEITIES:** Abadar, Erastil
- **AVAILABLE POWERS:** *Barrier, disguise, environmental protection, locate, mind link, protection, puppet, speak language, summon ally, warriors gift.*

DEATH

- **ASPECTS:** Birth, fate, prophecy, repose
- **DEITIES:** Norgorber, Pharasma, Urgathoa, Zon-Kuthon.
- **AVAILABLE POWERS:** *Blind, bolt, curse, damage field, drain Power Points, fear, mind wipe, planar binding, protection, zombie.*

DESTRUCTION (EVIL, MADNESS)

- **ASPECTS:** Destruction, hate, madness, violence
- **DEITIES:** Asmodeus, Gorum, Lamashtu, Nethys, Norgorber, Rovagug, Urgathoa, Zon-Kuthon
- **AVAILABLE POWERS:** *Bolt, confusion, curse, damage field, deflection, drain Power Points, fear, stun, summon ally, zombie*

ELEMENTAL (AIR, EARTH, FIRE, WATER)

- **ASPECTS:** Air, cold, earth, fire, heat, water
- **DEITIES:** Abadar, Asmodeus, Gozreh, Pharasma, Sarenrae, Shelyn, Torag
- **AVAILABLE POWERS:** *Barrier, blast, burrow, burst, damage field, deflection, elemental manipulation, environmental protection, havoc, intangibility.*

GLORY (GOOD, HEALING)

- **ASPECTS:** Healing, love, mercy, peace
- **DEITIES:** Cayden Cailean, Desna, Erastil, Gorum, Iomedae, Irori, Pharasma, Sarenrae, Shelyn, Torag.
- **AVAILABLE POWERS:** *Arcane protection, barrier, beast friend, burst, damage field, deflection, fly, growth/shrink, sloth/speed, summon ally.*

KNOWLEDGE

- **ASPECTS:** Literacy, history, revealing secrets
- **DEITIES:** Calistria, Irori, Nethys, Norgorber, Pharasma
- **AVAILABLE POWERS:** *Arcane Protection, detect/conceal arcana, drain Power Points, locate, mind link, mind reading, object reading, protection, scrying, speak language.*

LUCK

- **ASPECTS:** Chance, fortune, losing, winning
- **DEITIES:** Calistria, Desna, Shelyn
- **AVAILABLE POWERS:** *Blind, confusion, curse, deflection, disguise, drain Power Points, illusion, mind reading, object reading, puppet.*

MAGIC (RUNE)

- **ASPECTS:** Arcane power, reality, runes
- **DEITIES:** Asmodeus, Irori, Nethys, Urgathoa
- **AVAILABLE POWERS:** *Blast, detect/conceal arcana, elemental manipulation, environmental protection, havoc, planar binding, plane shift, protection, scrying, summon ally.*

NATURE (ANIMAL, PLANT, WEATHER)

- **ASPECTS:** Animals, plants, weather, seas
- **DEITIES:** Erastil, Gozreh, Rovagug
- **AVAILABLE POWERS:** *Baleful polymorph, barrier, beast friend, burst, elemental manipulation, entangle, environmental protection, protection, shape change, summon ally, wall walker.*

PROTECTION

- **ASPECTS:** Protection, care-giving, shelter
- **DEITIES:** Abadar, Nethys, Shelyn, Torag
- **AVAILABLE POWERS:** *Arcane protection, barrier, deflection, detect/conceal arcana,*

environmental protection, intangibility, invisibility, puppet, protection, summon ally.

STRENGTH

- **ASPECTS:** Brawn, champions, contest
- **DEITIES:** Cayden Cailean, Gorum, Irori, Lamashtu, Urgathoa
- **AVAILABLE POWERS:** *Arcane Protection, burrow, drain Power Points, growth/shrink, havoc, protection, sloth/speed, stun, wall walker, warriors gift.*

SUN

- **ASPECTS:** Light, radiance, warmth, life
- **DEITIES:** Iomedae, Sarenrae
- **AVAILABLE POWERS:** *blind, bolt, confusion, damage field, drain Power Points, environmental protection, fly, illusion, protection, stun.*

TRAVEL

- **ASPECTS:** Freedom, liberation, wanderlust
- **DEITIES:** Abadar, Cayden Cailean, Desna

- **AVAILABLE POWERS:** *deflection, environmental protection, fly, intangibility, locate, plane shift, scrying, sloth/speed, speak language, teleport.*

TRICKERY

- **ASPECTS:** Chance, deception, secrets, stealth
- **DEITIES:** Asmodeus, Calistria, Lamashtu, Norgorber
- **AVAILABLE POWERS:** *Blind, confusion, deflection, detect/conceal arcana, disguise, illusion, invisibility, puppet, speak language, time stop.*

WAR

- **ASPECTS:** Battle, bravery, victory
- **DEITIES:** Gorum, Iomedae, Rovagug, Urgathoa
- **AVAILABLE POWERS:** *Barrier, blast, blind, confusion, deflection, fear, speed/sloth, stun, summon ally, warriors gift*

DEITIES & DOMAINS

DEITY	ALIGNMENT	AREAS OF CONCERN	DOMAINS
Abadar	Neutral	Cities, law, merchants, wealth	Earth, Nobility, Protection, Travel
Asmodeus	Evil	Contracts, pride, slavery, tyranny	Evil, Fire, Magic, Trickery
Calistria	Neutral	Lust, revenge, trickery	Knowledge, Luck, Trickery
Cayden Cailean	Good	Ale, bravery, freedom, wine	Good, Strength, Travel
Desna	Good	Dreams, luck, stars, travelers	Good, Luck, Travel
Erastil	Good	Family, farming, hunting, trade	Animal, Community, Good, Plant
Gorum	Neutral	Battle, strength, weapons	Destruction, Glory, Strength, War
Gozreh	Neutral	Nature, the sea, weather	Air, Animal, Plant, Water, Weather
Iomedae	Good	Honor, justice, rulership, valor	Glory, Good, Sun, War
Irori	Neutral	History, knowledge, self-perfection	Healing, Knowledge, Rune, Strength
Lamashtu	Evil	Madness, monsters, nightmares	Evil, Madness, Strength, Trickery
Nethys	Neutral	Magic	Destruction, Knowledge, Magic, Protection, Rune
Norgorber	Evil	Greed, murder, poison, secrets	Death, Evil, Knowledge, Trickery
Pharasma	Neutral	Birth, death, fate, prophecy	Death, Healing, Knowledge, Water
Rovagug	Evil	Destruction, disaster, wrath	Destruction, Evil, War, Weather
Sarenrae	Good	Healing, honesty, redemption, sun	Fire, Glory, Good, Healing, Sun
Shelyn	Good	Art, beauty, love, music	Air, Good, Luck, Protection
Torag	Good	The forge, protection, strategy	Earth, Good, Protection
Urgathoa	Evil	Disease, gluttony, undeath	Death, Evil, Magic, Strength, War
Zon-Kuthon	Evil	Darkness, envy, loss, pain	Death, Destruction, Evil

DRUID

DRUID

REQUIREMENTS: Novice, Spirit d6+, Survival d6+

In the purity and beauty of nature lingers a power beyond the marvels of civilization. These primal magics are guarded by servants of balance known as druids. Allies to beasts and manipulators of nature, these protectors shield their lands from all who threaten them.

Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with wisdom long forgotten by civilization.

- **ARCANE BACKGROUND (Druid):** Druids use Faith as their arcane skill. On taking this Edge, the hero gains 3 starting powers and 10 Power Points.

Available Powers: Druids choose spells from the cleric's available powers (page 48) and under the Nature Domain (page 50).

- **ARMOR INTERFERENCE (Light):** Bulky armor interferes with a druid's ability to sense and commune with nature. They subtract 4 from their Faith rolls and from their Agility and Agility-based skill rolls if using medium or heavy armor or shields. Druids cannot use metal armor at all.
- **NATURE BOND:** A druid may attune herself to nature or a special animal companion. See **Nature Bond**, below.
- **NATURE SENSE:** Druids commune with nature and its spirits. Survival is linked to Spirit rather than Smarts.
- **SECRET LANGUAGE:** All druids know the secret language known as druidic.
- **VOW (Major):** Druids have a major vow to protect nature. Those drawing energy from divine sources must uphold the principles of the Nature Domain.

If the druid violates her deity's trust (GM's call) the druid subtracts 2 from Faith rolls

for a week. Truly sacrilegious acts might rob her of her powers entirely until she atones in some way.

- **WILDERNESS STRIDE:** Druids pass through terrain such as dense forest, rocky hills, or desert sands with ease. They ignore penalties for Difficult Ground (see page 124).

NATURE BOND

The bonds druids form with nature are deep and powerful. Choose one of these abilities:

Attuned: The druid gets one free reroll anytime she fails a Faith roll to activate a spell.

Beast Master: The druid gains the Beast Master Edge, gaining an animal companion. This companion is a Wild Card.

WILD SHAPE

REQUIREMENTS: Seasoned, Druid

The druid gains the *shape change* spell, if she doesn't already have it and doubles the duration of the power when she casts it. Treat the druid as one rank higher when changing into a creature with Type: Animal.

FAVORED POWERS (DRUID)

REQUIREMENTS: Veteran, Druid

The druid has great familiarity with some of her core powers and can cast them quickly and easily. As a limited free action, she may ignore up to two points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when casting *entangle*, *smite*, or *protection*.

This Edge doesn't give her those powers — they must be taken separately.

DIVINE MASTERY

REQUIREMENTS: Heroic, Druid

Nature rewards its defenders with additional power and energy. A druid who takes this Edge gains access to all her powers' Epic Power Modifiers (see page 175).



LINI (NOVICE, ICONIC PATH DRUID)

Lini has a way with wild creatures, especially big cats. The gnome prefers the company of her snow leopard, Droogami, to other humanoids, although she gets along well enough with people she trusts. Curious and quirky, she collects sticks from every forest she visits.

ANCESTRY: Gnome (Gnome Magic, Keen Senses, Low Light Vision, Obsessive, Reduced Pace, Tough, Size -1)

ATTRIBUTES

Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED

Parry: 5
Toughness: 6 (2)
Pace: 5 (d4)
Bennies: 3

HINDRANCES: All Thumbs, Curious, Quirk (Collects sticks), Vow (Major—protect nature)

EDGES: Druid, Beast Master (Droogami the Snow Leopard, see large cat on page 247), New Powers

LANGUAGES: Common, Druidic, Elven, Gnome, Sylvan

SKILLS: Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Healing d4, Intimidation d4, Notice d6, Persuasion d4, Riding d4, Stealth d4, Survival d8

POWERS: *Beast friend, elemental manipulation, entangle, environmental protection, protection.*

GEAR: Sickle (Str+d4), sling (Range 4/8/16, Damage Str+d4, uses Athletics), soft leather tunic and pants (+2), traveler's outfit, 20 stones, adventurer's kit, spell component pouch, thunderstone, potion of minor *healing*, 5x smoke sticks, 39 gp.

LINI'S ADVANCEMENT TRACK

1 – Woodsman

2 – Smarts d8

3 – New Powers: *Healing, smite*

S – Wild Shape (Grants *shape change* power)

5 – Intimidation d6, Notice d8

6 – New Powers: *Barrier, boost/lower Trait*

7 – Power Points (15 Total)

V – Favored Powers (Druid)

9 – Spirit d10

10 – Faith d10, Persuasion d6

11 – Beast Master (Fighting)

H – Divine Mastery

13 – Stealth d6, Survival d10

14 – Beast Master (Strength)

15 – Power Points (20 total)

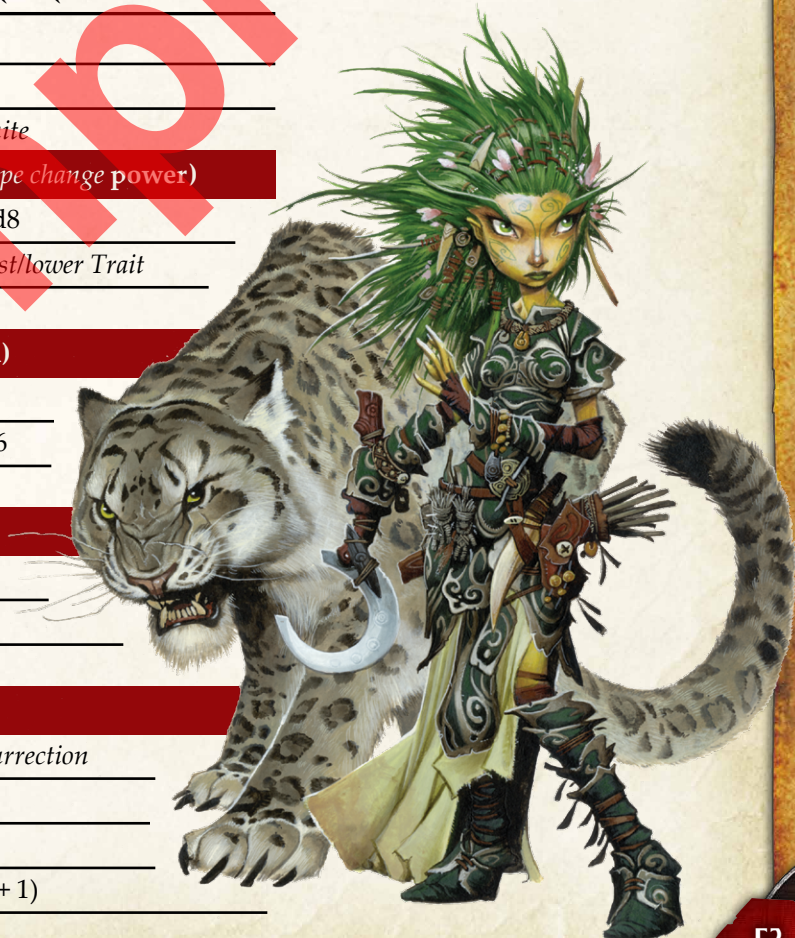
L – Faith d12

17 – New Powers: *Burst, resurrection*

18 – Beast Master (Vigor)

19 – Giant Killer

20 – Professional (Faith d12 + 1)



FIGHTER

FIGHTER

REQUIREMENTS: Novice, Strength d6+, Athletics, Fighting, or Shooting d6+

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war.

Lords of the battlefield, fighters are a disparate lot. Some train with many weapons; some prefer just one. Whatever their tactics, fighters excel at combat. They protect their own and defeat their enemies, rarely shying away from battle. They often lead the charge, a role they relish even if they don't insist on it.

These skilled warriors turn hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Woe to those who dare stand against them.

- **MARTIAL FLEXIBILITY:** Once per encounter, as a limited free action, a fighter can choose to gain the benefits of a single Combat Edge. He must meet all of the Edge's Requirements, and the benefits of the chosen Edge end after five rounds.

DEADLY BLOW

REQUIREMENTS: Seasoned, Fighter

The fighter adds +1 to the damage of all successful Athletics (throwing), Fighting, or Shooting rolls.

MARTIAL FLEXIBILITY (IMPROVED)

REQUIREMENTS: Veteran, Fighter

The fighter gains the benefits of two Combat Edges (subject to the usual restrictions of Martial Flexibility). He may choose both Combat Edges at the same time, or choose the second Edge as a separate limited free action in a subsequent turn.

MARTIAL PROWESS

REQUIREMENTS: Heroic, Fighter

The fighter gets a free reroll on any failed Athletics (throwing), Fighting, or Shooting roll.

