

PATHFINDER FOR SAVAGE WORLDS ADVENTURE EDITION

ROLEPLAYING GAME



ADVENTURE AWAITS!



BOOKMARKS



ADVENTURE
AWAITS!



SCHOOLS OF MAGIC

- **ABJURATION:** This is the school of protective magic, used to prevent harm and suppress other spells. *Arcane protection, banish, dispel, deflection, environmental protection, protection, sanctuary.*
- **CONJURATION:** This school focuses on altering reality by creating, restoring or moving objects and creatures. *Barrier, conjure item, damage field, healing, planar binding, plane shift, relief, resurrection, summon ally, teleport.*
- **DIVINATION:** This school focuses on predicting the future and learning the secrets held by others. *Detect arcana, divination, locate, mind link, mind reading, object reading, scrying, speak language.*
- **ENCHANTMENT:** This school affects the minds of others, influencing or controlling their behavior. *Beast friend, confusion, empathy, mind wipe, puppet, slumber.*
- **EVOCATION:** This school taps into the unseen source of magic to produce spectacular effects. *Blast, bolt, burst, havoc, light/darkness, stun.*
- **ILLUSION:** This school deceives the senses or minds of others. *Conceal arcana, disguise, illusion, invisibility, sound/silence.*
- **NECROMANCY:** This school manipulates the power of death, unlife, and the life force. *Blind, curse, drain Power Points, fear, lower Trait, zombie.*
- **TRANSMUTATION:** This school changes the properties of some creature, thing, or condition. *Baleful polymorph, boost Trait, burrow, darksight, elemental manipulation, entangle, farsight, fly, growth/shrink, intangibility, shape change, sloth/speed, smite, telekinesis, time stop, wall walker, warrior's gift.*

2d6 WOUND	INJURY TABLE
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3-4	Arm: The victim can no longer use his left or right arm (rolled randomly if not targeted).
5-9	Guts: Your hero catches one in the core. Roll 1d6: 1-2 Broken: Agility reduced a die type (minimum d4). 3-4 Battered: Vigor reduced a die type (minimum d4). 5-6 Busted: Strength reduced a die type (minimum d4).
10-11	Leg: Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg. Head: A grievous injury to the head. Roll 1d6: 1-3 Hideous Scar: Your hero now has the Ugly (Major) Hindrance. 4-5 Blinded: An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (min d4).

RAISE CALCULATOR

To use the Raise Calculator, locate the base Target Number (TN). The numbers to the right of that TN are its raises. If the TN is 9, for example, the next number (13) is one raise, then 17, 21, and so on.

1	5	9	13	17	21	25	29	33	37	41	45	49	53
2	6	10	14	18	22	26	30	34	38	42	46	50	54
3	7	11	15	19	23	27	31	35	39	43	47	51	55
4	8	12	16	20	24	28	32	36	40	44	48	52	56

COMMON STATES

- **DISTRACTED:** -2 to all Trait rolls until the end of the character's next turn.
- **FATIGUE:** -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless its source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.
- **SHAKEN:** Characters may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll as a free action.
- **VULNERABLE:** Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)
- **STUNNED:** A Stunned character is Distracted (until the end of his next turn, as usual) and Vulnerable (as long as he remains Stunned). He falls prone, can't move or take any actions, and doesn't count for the Gang-Up bonus. At the start a stunned character's turn, he makes a Vigor roll as a free action. Success means he's no longer Stunned (but remains Vulnerable until the end of his next turn), with a raise; his Vulnerable state ends at the end of this turn.