



Tweedle Bob

Race: Tweedle; **Rank:** Novice; **Experience Points:** 10

Attributes:

Agility d6
Smarts d10
Spirit d4
Strength d8
Vigor d6



Pace: 5; **Parry:** 5 (6 with shield); **Toughness:** 6; **Charisma:** 0

Skills:

Fighting d6
Knowledge (Wonderland) d10
Notice d10
Persuasion d6
Repair d10
Streetwise d6

Edges:

- **Combat Reflexes:** as *Savage World* rules.
- **Contrary:** When ever twin Tweedle are acting together on a task (including combat) each draws a card (or their initiative card if in combat). The individual Tweedle gain a bonus/penalty depending upon the color of the card they drew - red +1 bonus, black -1 penalty. In combat this 'bonus' is added to the normal gang-up bonus. (racial edge).
- **Jack of All Trades:** as *Savage World* rules.
- **Large:** Size +1, Toughness +1 (racial edge).
- **Strong:** Begin play with D8 Strength (racial edge).

Hindrances:

- **Bad Liar:** Intimidation, Persuasion, and Taunt rolls in which anything more than a "slight bending of the truth" is involved have a -2 modifier applied to the roll.
- **Lumbering:** Slow and ungainly - Pace of 5, running die is still D6 (racial hindrance).
- **Mean:** as *Savage World* rules (racial hindrance).
- **Phobia - Blackbirds (Minor):** as *Savage World* rules (racial hindrance).
- **Stubborn:** as *Savage World* rules.

Weapons:

Sword	Str+3	Touch
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Armor:

Large Shield	+1 Parry	+2 Toughness vs. ranged
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Gear:

Sword	8lb
Lantern	2lb
Oil (5 pints)	5lb
Large Shield	20lb

