



Tweedle Dan

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

Attributes:

Agility d6
Smarts d4
Spirit d12
Strength d8
Vigor d6



Pace: 5; **Parry:** 6; **Toughness:** 9; **Charisma:** -2

Skills:

Fighting d8
Intimidation d10
Knowledge (Wonderland) d4
Persuasion d10
Streetwise d6
Taunt d4

Edges:

- **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).
- **Large:** Size +1, Toughness +1 (racial edge).
- **Strong:** Begin play with D8 Strength (racial edge).
- **Strong Willed:** as *Savage World* rules.
- **Sweep:** as *Savage World* rules.

Hindrances:

- **Delusional (Minor):** Knows everything, as *Savage World* rules.
- **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:

Umbrella	Str+3	Touch
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Armor:

Chain Hauberk (+3, torso, arms and legs)

Gear:

Umbrella	8lb
Chain Hauberk	25lb

