



# Five of Spades



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

## Attributes:

Agility d8  
Smarts d8  
Spirit d6  
Strength d6  
Vigor d6

**Pace:** 3; **Parry:** 6; **Toughness:** 7; **Charisma:** 0

## Skills:

Healing d6  
Fighting d8  
Notice d6  
Repair d6  
Survival d8  
Tracking d8

## Edges:

- **Luck of the Draw:** 5 of Spades initiative card counts as a Joker (racial edge).
- **Trained for the Job:** Repair begins at d6 (racial edge).
- **Pack Loyalty:** as the Loyal hindrance.
- **Twisted Mind:** +2 bonus to solve riddles and puzzles and a +1 bonus to resist tricks and taunts.

## Hindrances:

- **Lame:** as *Savage World* rules.
- **Obese:** as *Savage World* rules.
- **Quirk:** Always uses shovel as a weapon.

## Weapons:

Shovel	Str+2
Club	Str+1

## Gear:

Leather Armor (+1)  
Small Shield  
Shovel  
Club

