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Sallah

Race: Pawn (White); Rank: Novice; Experience Points: 10

Attributes:

Agility d6 Smarts d8 Spirit d6 Strength d6 Vigor d6

Pace: 6; Parry: 5; Toughness: 5; Charisma: 0

Skills:



Cooking d8 Fighting d6 Knowledge (Tactics) d6 Knowledge (Wonderland) d6 Notice d6 Persuasion d6 Repair d6 Streetwise d6

Edges:

- Arcane Background (Gourmancy): Use Cooking skill to cast powers otherwise as AB (Magic). *armor, burst, entangle* (15 power points)
- Construct: (racial edge)
 - Chess Pieces add +2 when attempting to recover from being Shaken.
 - Chess Pieces do not suffer additional damage from called shots.
 - Arrows, bullets, and other piercing attacks do half damage, as Chess Pieces have no vital organs.
 - Chess Pieces never suffer from Wound Modifiers.
 - Chess Pieces do not suffer from disease or poison.
- More Power Points: as Savage World rules.
- Tactical: Begin play with D6 in Knowledge (Battle) (racial edge).

Hindrances:

- Weakness (Fire): Fire-based attacks do double damage (racial hindrance).
- Non-Living: As constructs normal healing does not work on Chess Pieces use Repair skill in place of Healing for all appropriate rolls. In addition, arcane forms of healing suffer a -2 modifier when used on Chess Pieces (racial hindrance).
- Curious: as Savage World rules.

Weapons:

Dagger Str+1 Touch

Gear:

Dagger Tears of the Tove X 3 11b 11b each (healing potions, each heals one wound)

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