



# Gunflower Stan

Race: Living Plant; Rank: Novice; Experience Points: 10

## Attributes:

Agility d10  
Smarts d6  
Spirit d6  
Strength d6  
Vigor d6



Pace: 4; Parry: 6; Toughness: 4; Charisma: 0

## Skills:

Fighting d10  
Intimidation d6  
Knowledge (Firearms) d6  
Knowledge (Wonderland) d4  
Notice d6  
Shooting d10  
Stealth d8

## Edges:

- **Genus Advantage:** A sunflower's mere presence is cheery and supportive. They gain the Common Bond Edge (racial edge).
- **Lucky:** as *Savage World* rules.
- **Plant:** (racial Edge)
  - Immune to diseases and poisons affecting animals, but they are susceptible to diseases and poisons that affect plants.
  - Have no need for food but require sunlight in its place (1 hour of sunlight per two days).
  - Due to their fibrous nature, they take half damage from piercing and crushing attacks.
- **World Wise:** Start with D6 in Smarts (racial edge).

## Hindrances:

- **Mobile...** mostly: Pace is 4 and running die is D4 (racial hindrance).
- **Small:** Slender and light -1 Toughness (racial hindrance).
- **Big Mouth:** as *Savage World* rules.
- **Tasty Body:** Your particular breed is well known for its delicious taste and its magical properties. Many people are keen to cook and eat you, and may think you are being rather selfish for thinking otherwise.

## Weapons:

Dagger	Str+1	Touch	
Shotgun	1-3D6	12/24/48	RoF 1-2

## Gear:

Shotgun	12lb
Dagger	1lb
50 Shotgun shells	8lb
Knapsack	

