

Wonderland No More



Rank: Novice

Name: Brother Blanc

Profession: Bishop Race: Chessman

Attributes (Temp)

Agility 4 6 8 10 12
Smarts 4 6 8 10 12
Spirit 4 6 8 10 12
Strength 4 6 8 10 12
Vigor 4 6 8 10 12

Skills

4 6 8 10 12 Belief (Spirit) d10
4 6 8 10 12 Fighting (Agility) d8
4 6 8 10 12 Knowledge: Battle (Smarts) d8
4 6 8 10 12 Notice (Smarts) d6
4 6 8 10 12 Persuasion (Spirit) d6
4 6 8 10 12 Swimming (Agility) d6
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base Derived Stats Mod
6 Pace (default 6; run die = d6)
6 Parry (2 + 1/2 Fighting)
5 Toughness (2 + 1/2 Vigor) (+1 from Armor)
0 Charisma (default 0) (+2 to other chessmen)
Guts Check 4 6 8 10 12 + (Spirit die + mods from Edges/Hindrances)

Gear

Item	Location	Wt. (lb.)
Armor/vestments (worn)		10 lb
Crook (staff)	(carried)	4 lb



Hindrances & Edges

Wooden: Called shots do no extra damage.

+2 to recover from being Shaken.

Magical healing is at -2 to heal you.

Heal via Repair skill, not Healing skill.

Bouyant [race]: Start with d6 Swimming.

Tactical [race]: Start with d6 in Kn (Battle).

Clueless (Major): -2 Common Knowledge.

Loyal (Minor): Will not abandon friends.

Poverty (Minor): Half funds.

Bishop Acolyte I: +2 Charisma with chessmen.

B Acolyte II: Run in straight line as free action.

Bishop: AB (Miracles - Spirit of Battle) - 10 PP.

Magic Foodstuffs

Max. Foodstuffs: 8 items (Spt)

Wealth: Rosewood - £

Whitefield - £ 1

Hearts - £

Total Wt. Carried: 14 lb. Knapsack: lb.

Wt. Limits: -0 (30 lb.); -1 (60 lb.); -2 (90 lb.); -3 (120 lb.)
(Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

-1

-2

-3

INC

Fatigue

-2

-1

Experience Total: 10 Unspent:

5 10 15 20 25

Armor	Area Protected	Protection	Wt. (lb.)
Wooden ("leather")	Torso, arms, legs	+1 Armor	10 lb

Weapon	Parry/Range	RoF	Damage	Wt. (lb.)
Bishop's crook	Parry +1, Reach +1	-	Str+d4	4 lb

Power Points

Normal
Maximum

10

Modified/
Temporary

Recovery Rate:

1 PP/hour

(default: 1/hour)

Spellcasting Skill

Belief

4 6 8 10 12

Powers

Power Armor PP 2 Notes Grants recipient temporary Armor bonus. See Savage Worlds rules. Page _____

Rank Novice

Range Touch

Duration 3 (1/round)

Trapping Enameled white plates

Power Bolt PP 1-6 Notes 1-3 ranged magical attacks. See Savage Worlds rules. Page _____

Rank Novice

Range Smarts (6)

Duration Instant

Trapping Shining arrows from the sky

Power Obscure PP 3 Notes Hinder vision in area of effect. See Savage Worlds rules. Page _____

Rank Novice

Range Smarts (6)

Duration 3 (1/round)

Trapping Fog of war rises from ground

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

SPECIAL NOTES:



Name: Brother Blanc

Arcane Background: Miracles (Spirit of Battle)

Backlash/Limitations

No backlash, but must follow the Spirit of the Rules of Battle (or the Rules of the Spirit of Battle, if you prefer).

Current Power Points

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Wonderland No More

Rank: Novice

Name: Potboy

Profession: Potboy

Race: Human

Attributes (Temp)

Agility 4 6 8 10 12

Smarts 4 6 8 10 12

Spirit 4 6 8 10 12

Strength 4 6 8 10 12

Vigor 4 6 8 10 12

Skills

4 6 8 10 12 Cooking (Smarts) d10

4 6 8 10 12 Fighting (Agility) d6

4 6 8 10 12 Notice (Smarts) d6

4 6 8 10 12 Stealth (Agility) d6

4 6 8 10 12 Taunt (Smarts) d8

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base

6

5

5

0

Derived Stats

Pace

(default 6; run die = d6)

Parry

(2 + 1/2 Fighting)

Toughness

(2 + 1/2 Vigor)

Charisma

(default 0)

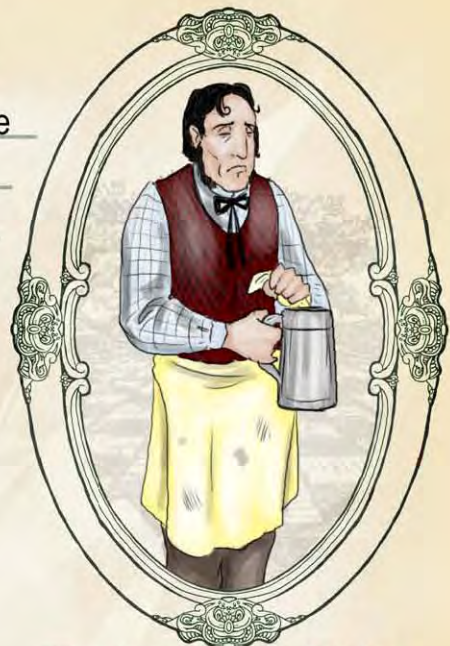
Guts Check 4 6 8 10 12 +

(Spirit die + mods from Edges/Hindrances)

Mod

Gear

Item	Location	Wt. (lb.)
Smart Trousers (worn)		-
White Shirt (worn)		-
Portable Bar in a Box		
	(belt)	5 lb
Swizzle Stick		1 lb
Multiple Hip Flasks		- lb
Waistcoat with many pockets		
	(worn)	-
Large Box of Matches		-



Hindrances & Edges

All Thumbs (Minor): -2 to Repair; any firearms or mechanical devices used malfunction on a skill roll of 1, regardless of Wild Die.

Clueless (Major): -2 to Common Knowledge.

Quirk (Minor): Always toasts his enemies before battle.

Arcane Background (Gourmancy) - 10 PP.

Quick: Discard draw of 5 or less for new card.

Twisted Mind: +2 to solve riddles/puzzles, +1 to resist Taunts/Tricks.

Power Points: +5 PP (Total: 15 PP).

Magic Foodstuffs

Max. Foodstuffs: 6 items (Spt)

Wealth: Rosewood - £

Whitefield - £

Hearts - £ 3

Total Wt. Carried: 6 lb.

Knapsack: lb.

Wt. Limits: -0 (30 lb.); -1 (60 lb.); -2 (90 lb.); -3 (120 lb.)

(Str x 5)

(Str x 10)

(Str x 15)

(Str x 20)

Wounds

1

2

3

INC

2

1

Fatigue

Experience Total: 10

Unspent:

5

10

15

20

25

Power Points

Normal
Maximum

15

Modified/
Temporary

Recovery Rate:

1 PP/hour

(default: 1/hour)

Spellcasting Skill

Cooking

4 6 8 10 12

Powers

Power Burst PP 2 Notes Fiery attack using flame template. See Savage Worlds rules. Page _____

Rank Novice

Range Flame Template

Duration Instant

Trapping Breathe out and set light to combustible spirits.

Power Deflection PP 2 Notes Recipient is harder to hit. See Savage Worlds rules. Page _____

Rank Novice

Range Self (consume)

Duration 3 (1/round)

Trapping Breathe out an alcoholic cloud that makes vision waver.

Power Entangle PP 2-4 Notes Hinder movement of single target or area of effect. See Savage Worlds rules. Page _____

Rank Novice

Range Smarts (8)

Duration Special

Trapping Sticky drink cherries get everywhere.

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

SPECIAL NOTES:



Name: Potboy

Arcane Background: Gourmancy (Magic)

Backlash/Limitations

On a roll of 1 on the Cooking die (regardless of the wild die), caster suffers one level of Fatigue.

Current Power Points

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Power Points

Normal
Maximum

10

Modified/
Temporary

Recovery Rate:

1 PP/hour

(default: 1/hour)

Spellcasting Skill

Belief

4 6 8 10 12

Powers

Power Bolt PP 1-6 Notes 1-3 ranged magical attacks. See Savage Worlds rules. Page _____

Rank Novice

Range Smarts (6)

Duration Instant

Trapping Mime slapping the target.

Power Healing PP 3 Notes Heal self or an ally. See Savage Worlds rules. Page _____

Rank Novice

Range Touch

Duration Instant

Trapping Kiss it and make it better.

Power Speed PP 1 Notes Give temporary boost to Pace. See Savage Worlds rules. Page _____

Rank Novice

Range Touch

Duration 3 (1/round)

Trapping Make a running leap.

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

SPECIAL NOTES:

g10M oN bns119bnoW



Current Power Points

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Power Points

Normal
Maximum

15

Modified/
Temporary

Recovery Rate:

1 PP/hour

(default: 1/hour)

Spellcasting Skill

Cooking

4 6 8 10 12

Powers

Power Burst PP 2 Notes Fiery attack using cone template. See Savage Worlds rules. Page _____

Rank Novice

Range Flame Template

Duration Instant

Trapping Consume hot chili, then breathe out fire.

Power Healing PP 3 Notes Heal self or ally. See Savage Worlds rules. Page _____

Rank Novice

Range Touch

Duration Instant

Trapping Serve some soothing chicken soup.

Power Speed PP 1 Notes Give temporary boost to Pace. See Savage Worlds rules. Page _____

Rank Novice

Range Touch

Duration 3 (1/round)

Trapping Serve recipient some really strong tea

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

SPECIAL NOTES:



Name: Sadie Diamante

Arcane Background: Gourmancy (Magic)

Backlash/Limitations

On a roll of 1 on the Cooking die, regardless of the Wild Die result, caster suffers one level of Fatigue.

Current Power Points

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

Wonderland No More



Rank: Novice

Name: Alicia Small

Profession: Little Girl Race: Human

Attributes (Temp)

Agility ☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12
 Smarts ☐ 4 ☐ 6 ☒ 8 ☐ 10 ☐ 12
 Spirit ☐ 4 ☐ 6 ☒ 8 ☐ 10 ☐ 12
 Strength ☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12
 Vigor ☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12

Skills

☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Fighting (Agility) d8
☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Healing (Smarts) d6
☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Notice (Smarts) d8
☒ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Repair (Smarts) d4
☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Persuasion (Spirit) d8(+2)
☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 Throwing (Agility) d6
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12
☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base **Derived Stats** Mod
 8 (+2 due to Fleet-Footed) **Pace** run d10
 6 (default 6; run die = d6) **Parry**
 4 (-1 due to Small) (2 + ½ Fighting)
 2 (+2 due to Attractive) **Toughness**
 (2 + ½ Vigor)
Charisma
 (default 0)
Guts Check ☐ 4 ☒ 6 ☐ 8 ☐ 10 ☐ 12 +
 (Spirit die, +1 per Rank over Novice)

Gear

Item	Location	Wt. (lb.)
Pretty dress (worn)		-
Flamingo (carried)		5 lb
Apron with handy pockets (worn)		-
• Needle, thread and thimble		-
• Hedgehogs (3)		3 lb
• Little white fan and kid gloves		-
• Empty vial labeled "drink me"		-
• Tiny brass key		-
• Tiny glass box, cake crumbs		-
• Small ball of yarn		-
• Ribbons and shiny buttons		-



Hindrances & Edges

Pacifist (Minor) - Won't fight people unless forced to.
 Small (Major) - Toughness -1.
 Stubborn (Minor) - Prone to stomp and pout if she doesn't get her way.
 Attractive (Cute) - +2 Charisma.
 Fleet-Footed - +2 Pace, d10 running die.

Magic Foodstuffs

Max. Foodstuffs: 8 items (Spt)

Wealth: Rosewood - £ 1
 Whitefield - £ 1
 Hearts - £ 1

Total Wt. Carried: 8 lb. Knapsack: lb.
 Wt. Limits: -0 (30 lb.); -1 (60 lb.); -2 (90 lb.); -3 (120 lb.)
 (Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

1 2 3

Fatigue

INC 2 1

Experience Total: 10 Unspent:

5 10 15 20 25

Armor	Area Protected	Protection	Wt. (lb.)

Weapon	Parry/Range	RoF	Damage	Wt. (lb.)
Flamingo (2-handed)	+1 Parry, Reach +1	-	Str+d6	5 lb
Hedgehogs (3)*	4/8/16	1	Str+d6	3 lb

*Flamingo required to "croquet" hedgehogs. Use Throw skill.

If owner succeeds at Persuasion (one action per attempt), hedgehog returns, moving at 8"/turn. Wonderland flamingos and hedgehogs are not harmed by being used as weapons.

Wonderland No More



Rank: Novice

Name: The Cheshire Kit

Profession: Prankster Race: Cat (Animal)

Attributes (Temp)

Agility ☐4 ☒6 ☒8 ☐10 ☐12
 Smarts ☐4 ☒6 ☒8 ☐10 ☐12
 Spirit ☐4 ☒6 ☒8 ☐10 ☐12
 Strength ☐4 ☒6 ☒8 ☐10 ☐12
 Vigor ☐4 ☒6 ☒8 ☐10 ☐12

Skills

☐4 ☒6 ☒8 ☐10 ☐12 Climbing (Strength) d6(+3)
☐4 ☒6 ☒8 ☐10 ☐12 Fighting (Agility) d6
☒4 ☒6 ☒8 ☐10 ☐12 Intimidate (Spirit) d4*
☐4 ☒6 ☒8 ☐10 ☐12 *unskilled, but Strong-Willed cancels penalty
☐4 ☒6 ☒8 ☐10 ☐12 Notice (Smarts) d6
☐4 ☒6 ☒8 ☐10 ☐12 Stealth (Agility) d10(+2)
☐4 ☒6 ☒8 ☐10 ☐12 use Stealth for picking locks
☐4 ☒6 ☒8 ☐10 ☐12 Streetwise (Smarts) d6
☐4 ☒6 ☒8 ☐10 ☐12 Taunt (Smarts) d8(+2)
☐4 ☒6 ☒8 ☐10 ☐12
☐4 ☒6 ☒8 ☐10 ☐12
☐4 ☒6 ☒8 ☐10 ☐12
☐4 ☒6 ☒8 ☐10 ☐12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base Derived Stats Mod
 6 Pace (default 6; run die = d6)
 5 Parry (+2 when not encumbered) 7
 4 Toughness (-1 due to Small) (2 + 1/2 Vigor)
 0 Charisma (default 0)
 Guts Check ☐4 ☒6 ☒8 ☐10 ☐12 + (Spirit die + mods from Edges/Hindrances)

Gear

Item	Location	Wt. (lb.)
Striped attire	(worn)	-
Striped hat	(on head)	1 lb
Lockpicks	(in hat)	1 lb
Slingshot	(in back pocket)	1 lb
Slingstones	(in pockets)	2 lb
Striped Loot Bag (carried)		
• Colored balls of string/yarn		1 lb
• Rope (10')		2 lb
• Squeaky cat toys		1 lb
• Bandit's domino mask		-
• Smile on a stick		-
• Cheshire cat hand puppet		-
• Fake pop-off tail		-
• Misc. disguises & costumes		5 lb



Hindrances & Edges

[Race] Quirk - Always chewing on a fish.
 [Race] Claws - Str+d4 damage, +1 Climb.
 [Race] Agile - Agility begins at d6.
 Curious (Major) - Typical of a cat.
 Small (Major) - Toughness -1.
 Acrobat - +2 to Agility tests; +2 to Parry when unencumbered.
 Thief - +2 to Tricks, disarming traps, and to Climb and Stealth.
 Strong-Willed - +2 to Intimidate/Taunt and resist.

Magic Foodstuffs

Max. Foodstuffs: 6 items (Spt)

Armor	Area Protected	Protection	Wt. (lb.)
Top Hat	Head (50%)	+1 Armor	1 lb.
(has hidden pockets for lockpicks in liner)			

Wealth: Rosewood - £
 Whitefield - £
 Hearts - £3

Weapon	Parry/Range	RoF	Damage	Wt. (lb.)
Claws	touch		Str+d4	-
Slingshot	4/8/12	1	Str+d4	1
Slingstones (20)				2

Note: Despite having a slingshot (or "catapult"), the Cheshire Kit doesn't actually start with any skill in it. Everyone beware!

Total Wt. Carried: 14 lb. Knapsack: 9 lb.
 Wt. Limits: -0 (30 lb.); -1 (60 lb.); -2 (90 lb.); -3 (120 lb.)
 (Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

1 2 3

Fatigue

INC 2 1

Experience Total: 10 Unspent:

5 10 15 20 25

Wonderland No More



Rank: Novice

Name: Felicia Moon

Profession: Lady Thief Race: Rose (Plant)

Attributes (Temp)

Agility 4 6 8 10 12

Smarts 4 6 8 10 12

Spirit 4 6 8 10 12

Strength 4 6 8 10 12

Vigor 4 6 8 10 12

Skills

4 6 8 10 12 Climbing (Strength) d6(+2)

4 6 8 10 12 Fighting (Agility) d10

4 6 8 10 12 Notice (Smarts) d6

4 6 8 10 12 Persuasion (Spirit) d6(+2)

4 6 8 10 12 Stealth (Agility) d10(+2)

4 6 8 10 12 Streetwise (Smarts) d4(+2)

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

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4 6 8 10 12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base	Derived Stats	Mod
6	Pace run d8 (default 6; run die = d6)	
7	Parry (2 + ½ Fighting)	8
4	(-1 from Small) Toughness (2 + ½ Vigor)	
2	(+2 from Attractive) Charisma (default 0)	
Guts Check <u>4</u> <u>6</u> <u>8</u> <u>10</u> <u>12</u> +		-2
(Spirit die + mods from Edges/Hindrances)		

Gear

Item	Location	Wt. (lb.)
Lockpicks	(in petals)	1 lb
Umbrella	(carried)	4 lb



Hindrances & Edges

Thorns: Str+d4 thorns (natural weapon)
 Plant: No need for food; needs 1 hour of sunlight per day; half damage from piercing/crushing
 World-Wise: Starts with d6 Smarts.
 Mobile...mostly; Fleet-footed: Pace 6, Run d8
 Small: -1 Toughness
 Coward (Major): -2 to Guts checks
 Greedy (Minor): Obsessed with wealth
 Wanted (Minor): By "the Law" in most of Wonderland
 Attractive: +2 Charisma
 Thief: +2 Stealth, Climbing, tricks, detect/disarm traps
 Danger Sense: chance to detect ambushes (see rules)

Magic Foodstuffs

Max. Foodstuffs: 6 items (Spt)

Wealth: Rosewood - £ 4
 Whitefield - £ 2
 Hearts - £ 4

Total Wt. Carried: 5 lb. Knapsack: lb.
 Wt. Limits: -0 (20 lb.); -1 (40 lb.); -2 (60 lb.); -3 (80 lb.)
 (Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

1 2 3

Fatigue

2 1

Experience Total: 10 Unspent:

 5 10 15 20 25

Wonderland No More

Rank: Novice

Name: Sesto Randelli

Profession: Soldier Race: Card (Clubs)

Attributes (Temp)

Agility ☐4 ☐6 ☒8 ☐10 ☐12
 Smarts ☐4 ☐6 ☒8 ☐10 ☐12
 Spirit ☐4 ☒6 ☐8 ☐10 ☐12
 Strength ☐4 ☐6 ☒8 ☐10 ☐12
 Vigor ☐4 ☐6 ☒8 ☐10 ☐12

Skills

☐4 ☐6 ☒8 ☐10 ☐12 Fighting (Agility) d10
☐4 ☐6 ☒8 ☐10 ☐12 Intimidation (Spirit) d8
☐4 ☒6 ☐8 ☐10 ☐12 Notice (Smarts) d6
☐4 ☒6 ☐8 ☐10 ☐12 Shooting (Agility) d6
☒4 ☐6 ☐8 ☐10 ☐12 Taunt (Smarts) d4
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12
☐4 ☐6 ☐8 ☐10 ☐12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base
 6
 7
 6
 0
 Derived Stats
 Pace (default 6; run die = d6)
 Parry (2 + % Fighting)
 Toughness (2 + % Vigor)
 Charisma (default 0)
 Mod
 7
 Guts Check ☐4 ☒6 ☐8 ☐10 ☐12 +

Gear

Item	Location	Wt. (lb.)
Armor	(worn)	14 lb
Crossbow	(belt sling)	10 lb
Quarrels	(belt pouch)	1 lb
Halberd	(carried)	15 lb



Hindrances & Edges

Pack Loyalty [Race]: Will not abandon allies.
 Trained [Race]: Starts with d6 Fighting.
 Enemy (Minor): Hearts Cards
 All Thumbs (Minor): -2 to Repair; mechanical devices and firearms break on a skill roll of 1.
 Heroic (Major): Must help the helpless.

Luck of the Draw: Treat 6 of Clubs as a Joker.
 Sweep: Attack all adjacent with one action at -2 to Fighting.

Magic Foodstuffs

Max. Foodstuffs: 6 items (Spt)

Wealth: Rosewood - £
 Whitefield - £
 Hearts - £3

Total Wt. Carried: 40 lb. Knapsack: lb.
 Wt. Limits: -0 (40 lb.); -1 (80 lb.); -2 (120 lb.); -3 (160 lb.)
 (Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

-1 -2 -3

Fatigue

INC -2 -1

Experience Total: 10 Unspent:

5 10 15 20 25

Armor	Area Protected	Protection	Wt. (lb.)
Leather armor	Torso, arms, legs	+1 Armor	10 lb
Pot Helm	Head (50%)	+3 Armor	4 lb

Weapon	Parry/Range	RoF	Damage	Wt. (lb.)
Halberd (2-handed)	Reach 1	-	Str+d8	15 lb
Crossbow	15/30/60	1	2d6	10 lb
* Quarrels (5) - AP 2				1 lb

Wonderland No More

Rank: Novice

Name: Tweedle Do

Profession: Thinker Race: Tweedle

Attributes (Temp)

Agility 4 6 8 10 12

Smarts 4 6 8 10 12

Spirit 4 6 8 10 12

Strength 4 6 8 10 12

Vigor 4 6 8 10 12

Skills

4 6 8 10 12 Fighting (Agility) d6

4 6 8 10 12 Notice (Smarts) d10

4 6 8 10 12 Persuasion (Spirit) d6

4 6 8 10 12 Repair (Smarts) d10

4 6 8 10 12 Shooting (Agility) d4

4 6 8 10 12 Streetwise (Smarts) d6

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Note: Gambling, Guts, Lockpick, and Survival skills are removed.

Base Derived Stats Mod

5 (5 due to Lumbering) Pace (default 6; run die = d6)

5 Parry (+1 from shield) (2 + 1/2 Fighting)

6 (+1 due to Large) Toughness (+2 from shield) (2 + 1/2 Vigor)

-2 (-2 due to Mean) Charisma (default 0)

Guts Check 4 6 8 10 12 + (Spirit die + mods from Edges/Hindrances)

Gear

Item Location Wt. (lb.)

Toolbox & tools (carried) 12 lb

Wrench (carried) 5 lb



Hindrances & Edges

Contrary [Race]: See setting rules.

Large [Race]: Size +1, Toughness +1.

Strong [Race]: Strength starts at d8.

Lumbering [Race]: Pace 5, running die d6.

Mean [Race]: -2 Charisma.

Phobia [Race]: Blackbirds (minor).

Bad Liar: -2 Intimidation, Taunt, Persuasion if lying.

Stubborn: Always wants his way.

McGyver: No penalty for lack of proper tools.

Jack of all Trades: No unskilled penalty when using any Smarts-based skill.

Magic Foodstuffs

Max. Foodstuffs: 6 items (Spt)

Wealth: Rosewood - £ 3

Whitefield - £

Hearts - £

Total Wt. Carried: 17 lb. Knapsack: lb.

Wt. Limits: -0 (40 lb.); -1 (80 lb.); -2 (120 lb.); -3 (160 lb.)
(Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds

1

2

3

INC

Fatigue

2

1

Experience Total: 10 Unspent:

5 10 15 20 25

A detailed black and white illustration of a cat's face, looking directly forward with a slight smile. The cat has dark stripes on its forehead and around its eyes. The illustration is framed by a decorative border.

Name: Twedle Don't

Contrary [Race]: See setting rules.
Large [Race]: Size +1, Toughness +1.
Strong [Race]: Strength starts at d8.
Lumbering [Race]: Pace 5, running die d6.
Mean [Race]: -2 Charisma.
Phobia [Race]: Blackbirds (minor).
Delusional (Minor): "Knows everything."
Stubborn (Minor): Always wants his way.

Brawny: +1 Toughness.
Sweep: One attack vs. all adjacent at -2 Fighting.
Trademark Weapon: +1 Fighting w. umbrella.

Max. Foodstuffs: 12 items (Spt)

3

Wealth: Rosewood - £ 3
Whitefield - £
Hearts - £

Total Wt. Carried: 15 lb. **Knapsack:** _____ lb.
Wt. Limits: -0 (40 lb.); -1 (80 lb.); -2 (120 lb.); -3 (160 lb.)
 (Str x 5) (Str x 10) (Str x 15) (Str x 20)

Wounds **Fatigue**

-1 **-2** **-3** **INC** **-2** **-1**

Experience Total: 10 **Unspent:**

				5					10					15					20					25
--	--	--	--	---	--	--	--	--	----	--	--	--	--	----	--	--	--	--	----	--	--	--	--	----

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Power Points

Normal
Maximum

Modified/
Temporary

Recovery Rate:

(default: 1/hour)

Spellcasting Skill

 4 6 8 10 12

WONDERLAND



Name: _____

Arcane Background: _____

Backlash/Limitations

Powers

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

Power _____ PP _____ Notes _____ Page _____

Rank _____

Range _____

Duration _____

Trapping _____

SPECIAL NOTES:

Current Power Points

0 5 10 15 20 25

Wonder No More



Name: _____

0 ☐ ☐ ☐ ☐ 5 ☐ ☐ ☐ ☐ 10 ☐ ☐ ☐ ☐ 15 ☐ ☐ ☐ ☐ 20 ☐ ☐ ☐ ☐ 25