



Wonderland Paper Figures: Player-Characters

By T. Jordan Peacock

(Illustration of the White King by Sir John Tenniel)

Included in this document are sixteen paper figure models for use with the *Wonderland No More* campaign created by K. L. Anderson and Lanse Tryon. (You can find more useful player aids for that campaign at <http://www.azathoth.co.uk>, and more details on the *Savage Worlds™* game system at <http://www.peginc.com>.)

To use the models, print out the figure page on paper, preferably a heavier stock, and then cut out the figures along the black guide lines, and fold along the grey. (Diagrams and brief instructions are included on the tabs of some of the figures.) You may find it beneficial to glue or tape a penny, small washer, or other suitable weight to the bottom of the figure to make it slightly less prone to falling over when a breeze blows or someone bumps the table.

The first six figures are meant to represent the six pre-generated player characters introduced in the Players' Guide for the *Wonderland No More* campaign, plus an alternate version of "Sallah" as a red pawn rather than a white pawn. The remaining figures are various denizens of (or visitors to) Wonderland, many of them obviously drawing some inspiration in theme from some of the more famous of Wonderland's inhabitants. You're welcome to use these as alternate PC figures, or perhaps to represent interesting NPCs that your heroes may come into contact with during their travels; their names and background briefs are just suggestions.

A brief overview of the characters included in this set:

Grolps (Anthro Frog): The Reverend Grolps heals and smites by the power of Alice (who is seen pretty much as a deity by many of Wonderland's inhabitants).

Sallah (Chesspiece Pawn, White): Sallah is a Gourmancer, a maker of magical recipes. How he tastes his own cooking with no discernable mouth is a mystery.

Gunflower Stan (Living Plant, Sunflower): It's not easy being edible, but a shotgun and a big nasty knife help this mobile plant to maintain his sunny disposition.

Percival (Anthro Weasel): Percival can do no wrong! At least, not anything he'll admit to. (He's stealthy and sneaky enough to hide most of his mistakes, anyway.)

Tweedle Bob (Tweedle): He's smarter than he looks, and a veritable jack-of-all-trades.

Tweedle Dan (Tweedle): He's brother to Bob, and believes himself the smarter of the two despite all evidence — but he is capable in combat, deadly with an umbrella.

Alternate Sallah (Chesspiece Pawn, Red): An alternate version of Sallah, from the House of Rosewood instead of Whitefield ... or perhaps it's Sallah's evil twin.

Sesto Randelli (Card, Clubs): Formerly a guard in the service of the Queen of Hearts, he's now determined to stop her bloody reign.

Alicia Small (Human): Like a certain other Real World girl, she finds herself lost in a strange Wonderland ... though it's gotten more sinister since her predecessor's visit.

The Maniac Haberdasher (Human): In the absence of the true Hatter this disturbed man, trapped in Wonderland, has taken on the "mantle" (or the hat) so to speak.

The Slightly Off-White Rabbit (Anthro Rabbit): Often mistaken for *the* White Rabbit, he has to take care, lest he become very, *very* late.

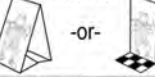


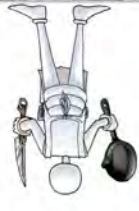






























The Cheshire Kit (Anthro Cat): Thief and prankster, she takes after her "hero," the legendary Cheshire Cat, but when she disappears it's only by her own sneaky skills.

May Hare (Anthro Rabbit): (Her name is pronounced to rhyme with "Haigha.") She claims to be the March Hare's slightly younger (by *two months!*) long-lost sister.

T. T. L. B, Esq. (Anthro Bat): AKA, "Twinkle Twinkle Little Bat, Esquire." Despite his thick accent, he's a capable guide and scout, and well-traveled in Wonderland.

Sadie Diamante (Card, Diamond): She's a cook who works magic through her recipes. As with all Cards, no matter how many sweets she eats, she always stays thin.

Felicia Moon (Living Plant, Rose): Despite her prim and proper demeanor, this rose has thorns; she's capable of defending herself against Wonderland's less-savory inhabitants.

<p>Assemble:</p> 	<p>Art © 2008 T. Jordan Peacock (http://greywolf.critter.net) Inspired by illustrations by Sir John Tenniel</p>	<p>"Wonderland No More" setting © 2004-2008 K. L. Anderson (http://www.azathoth.co.uk)</p>	<p>For more information on the Savage Worlds™ RPG, visit http://www.penguin.com (Pinnacle Entertainment Group)</p>	<p>Permission granted to print copies for personal use.</p>	<p>Cut on BLACK outer lines. Fold on GREY lines.</p>	 <p>(Sample of complete figure before folding.)</p>	
							
							
Rev. Grolps Anthro Frog	Sallah White Pawn	Gunflower Stan Live Plant (Sunflower)	Percival Anthro Weasel	Tweedle Bob Tweedle	Tweedle Dan Tweedle	Sallah Red Pawn	Sesto Randelli Card (Clubs)
							
							
Alicia Small Human	The Maniac Haberdasher Human	The Slightly Off-White Rabbit Anthro Rabbit	Cheshire Kit Anthro Cat	May Hare Anthro Rabbit	T.T.L.B., Esq. Anthro Bat	Sadie Diamante Card (Diamonds)	Felicia Moon Live Plant (Rose)