



Percival



Race: Weasel Anthro; **Rank:** Novice; **Experience Points:** 10

Attributes:

Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d6

Pace: 6; **Parry:** 6 (7 with rapier); **Toughness:** 6 (1); **Charisma:** 0

Skills:

Climbing d8
Fighting d8
Knowledge (Wonderland) d4
Notice d6
Stealth d8
Taunt d6
Tracking d6

Edges:

- **Agile:** Agility starts at D6 (racial edge).
- **Alertness:** as *Savage World* rules.
- **Claws and Teeth:** Natural weaponry Str+2 damage (racial edge).
- **Frenzy:** as *Savage World* rules.

Hindrances:

- **Arrogant:** as *Savage World* rules.
- **Quirk:** Will never admit to doing anything wrong (racial hindrance).

Weapons:

Claws and Teeth	Str+2	Touch	
Rapier	Str+1	Touch	+1 Parry

Armor:

Ornate Coat (+1, torso and arms)

Gear:

Rapier	5lb
Knapsack	2lb
50' Rope	10lb
Grappling Hook	1lb
Ornate Coat	5lb
Court Attire	5lb

