

One-Eye and Dumb Hick

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d6, Shooting d8, Guts d6, Notice d6, Stealth d6, Throwing d6, Gambling d6.

Charisma: -2; Pace: 6; Parry 6; Toughness: 7.

Hindrances: Mean, Greedy.

Edges: Combat Reflexes, Command.

Equipment: Big Pistol, Leather Jacket (+1 Toughness), Knife, Another Knife, Club, Sword, Flashlight, Pickup Truck.

Guards

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Shooting d6, Guts d4, Notice d6, Stealth d6, Throwing d4, Gambling d4.

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

Edges: Combat Reflexes.

Equipment: Pistol or Rifle, Leather Jacket (+1 Toughness), Knife, Another Knife, Club or Sword.

Giant Snake

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10.

Skills: Fighting d8, Guts d6, Notice d10, Stealth d6.

Pace: 8; Parry 6; Toughness: 8.

Hindrances: Mean.

Edges: Bite: Str, Constrict.